

ESTTA Tracking number: **ESTTA820176**

Filing date: **05/10/2017**

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE  
BEFORE THE TRADEMARK TRIAL AND APPEAL BOARD

Proceeding	91227852
Party	Plaintiff Oakwon Demographics LLC
Correspondence Address	MICHAEL F SARNEY MORITT HOCK & HAMROFF LLP 1407 BROADWAY FL 39 NEW YORK, NY 10018 UNITED STATES msarney@moritthock.com, tbalducci@moritthock.com
Submission	Reply in Support of Motion
Filer's Name	Tommas F. Balducci
Filer's e-mail	tbalducci@moritthock.com
Signature	/TFB/
Date	05/10/2017
Attachments	Sarney Rep. Dec. Exhibit A.pdf(4146543 bytes ) Sarney Rep. Dec. Exhibit C 1.pdf(4503558 bytes ) Sarney Rep. Dec. Exhibit C2.pdf(3822681 bytes )

# Exhibit A

Generated on: This page was generated by TSDR on 2017-05-10 13:35:30 EDT

Mark: MISSION ESCAPE GAMES

MISSION ESCAPE GAMES

US Serial Number: 86921429

Application Filing Date: Feb. 26, 2016

Filed as TEAS RF: Yes

Currently TEAS RF: Yes

Register: Principal

Mark Type: Service Mark

TM5 Common Status  
Descriptor:



LIVE/APPLICATION/Under Examination

The trademark application has been accepted by the Office (has met the minimum filing requirements) and that this application has been assigned to an examiner.

Status: Suspension check completed. Application remains suspended.

Status Date: Jan. 17, 2017

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## Mark Information

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Mark Literal Elements: MISSION ESCAPE GAMES

Standard Character Claim: Yes. The mark consists of standard characters without claim to any particular font style, size, or color.

Mark Drawing Type: 4 - STANDARD CHARACTER MARK

Disclaimer: "ESCAPE GAMES"

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## Goods and Services

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Note: The following symbols indicate that the registrant/owner has amended the goods/services:

- Brackets [...] indicate deleted goods/services;
- Double parenthesis ((...)) identify any goods/services not claimed in a Section 15 affidavit of incontestability; and
- Asterisks "\*" identify additional (new) wording in the goods/services.

For: Arranging and conducting entertainment by means of live interactive puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events

International Class(es): 041 - Primary Class

U.S Class(es): 100, 101, 107

Class Status: ACTIVE

Basis: 1(a)

First Use: Apr. 2014

Use in Commerce: Apr. 2014

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## Basis Information (Case Level)

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Filed Use: Yes	Currently Use: Yes	Amended Use: No
Filed ITU: No	Currently ITU: No	Amended ITU: No
Filed 44D: No	Currently 44D: No	Amended 44D: No
Filed 44E: No	Currently 44E: No	Amended 44E: No
Filed 66A: No	Currently 66A: No	
Filed No Basis: No	Currently No Basis: No	

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## Current Owner(s) Information

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Owner Name: Oakwon Demographics LLC

Owner Address: Suite 305  
144-36 Melbourne Ave  
Flushing, NEW YORK UNITED STATES 11367

Legal Entity Type: LIMITED LIABILITY COMPANY

State or Country NEW YORK  
Where Organized:

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## Attorney/Correspondence Information

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### Attorney of Record

Attorney Name: Michael F. Sarney  
Attorney Primary Email Address: [msarney@moritthock.com](mailto:msarney@moritthock.com)

Docket Number: M-7943-002  
Attorney Email Yes  
Authorized:

### Correspondent

Correspondent Name/Address: MICHAEL F. SARNEY  
MORITT HOCK & HAMROFF LLP  
450 SEVENTH AVENUE  
NEW YORK, NEW YORK UNITED STATES 10123

Phone: (212) 239-2000

Fax: (646) 688-6096

Correspondent e-mail: [msarney@moritthock.com](mailto:msarney@moritthock.com)

Correspondent e-mail Authorized: Yes

Domestic Representative - Not Found

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## Prosecution History

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Date	Description	Proceeding Number
Jan. 17, 2017	REPORT COMPLETED SUSPENSION CHECK CASE STILL SUSPENDED	
Jan. 11, 2017	ASSIGNED TO LIE	77976
Jul. 06, 2016	NOTIFICATION OF LETTER OF SUSPENSION E-MAILED	6332
Jul. 06, 2016	LETTER OF SUSPENSION E-MAILED	6332
Jul. 06, 2016	SUSPENSION LETTER WRITTEN	81111
Jun. 14, 2016	TEAS/EMAIL CORRESPONDENCE ENTERED	88889
Jun. 14, 2016	CORRESPONDENCE RECEIVED IN LAW OFFICE	88889
Jun. 14, 2016	TEAS RESPONSE TO OFFICE ACTION RECEIVED	
Jun. 10, 2016	NOTIFICATION OF NON-FINAL ACTION E-MAILED	6325
Jun. 10, 2016	NON-FINAL ACTION E-MAILED	6325
Jun. 10, 2016	NON-FINAL ACTION WRITTEN	81111
Jun. 10, 2016	ASSIGNED TO EXAMINER	81111
Mar. 02, 2016	NEW APPLICATION OFFICE SUPPLIED DATA ENTERED IN TRAM	
Mar. 01, 2016	NEW APPLICATION ENTERED IN TRAM	

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## TM Staff and Location Information

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### TM Staff Information

TM Attorney: RICHARDS, SUSAN ANN

Law Office LAW OFFICE 103  
Assigned:

### File Location

Current Location: GENERIC WEB UPDATE

Date in Location: Jan. 11, 2017

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## Proceedings

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### Summary

Number of Proceedings: 1

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### Type of Proceeding: Opposition

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Proceeding Number: 91227852

Filing Date: May 12, 2016

Status: Pending

Status Date: May 12, 2016

Interlocutory Attorney: KATIE W MCKNIGHT



**Defendant****Name:** Mission Escape Rooms LLC**Correspondent** DOMINIC J SOUZA**Address:** SOUZA LLC  
2543 HOUSLEY RD  
ANNAPOLIS MD UNITED STATES , 21401**Correspondent e-mail:** [dsouza@souzalaw.com](mailto:dsouza@souzalaw.com)**Associated marks**

Mark	Application Status	Serial Number	Registration Number
MISSION ESCAPE	Opposition Pending	<a href="#">86815642</a>	
MISSION ESCAPE ROOMS	Opposition Pending	<a href="#">86815955</a>	

**Plaintiff(s)****Name:** Oakwon Demographics LLC**Correspondent** MICHAEL F SARNEY**Address:** MORITT HOCK & HAMROFF LLP  
1407 BROADWAY FL 39  
NEW YORK NY UNITED STATES , 10018**Correspondent e-mail:** [msarney@moritthock.com](mailto:msarney@moritthock.com) , [tbalducci@moritthock.com](mailto:tbalducci@moritthock.com)**Associated marks**

Mark	Application Status	Serial Number	Registration Number
MISSION ESCAPE GAMES	Report Completed Suspension Check - Case Still Suspended	<a href="#">86921429</a>	
MISSION	Report Completed Suspension Check - Case Still Suspended	<a href="#">86941933</a>	

**Prosecution History**

Entry Number	History Text	Date	Due Date
1	FILED AND FEE	May 12, 2016	
2	NOTICE AND TRIAL DATES SENT; ANSWER DUE:	May 12, 2016	Jun 21, 2016
3	PENDING, INSTITUTED	May 12, 2016	
4	ANSWER	Jun 17, 2016	
5	P CHANGE OF CORRESP ADDRESS	Aug 31, 2016	
6	STIP FOR EXT	Dec 19, 2016	
7	EXTENSION OF TIME GRANTED	Dec 19, 2016	
8	P MOT FOR SUMMARY JUDGMENT	Mar 27, 2017	
9	P MOT FOR SUMMARY JUDGMENT	Mar 27, 2017	
10	P MOT FOR SUMMARY JUDGMENT EXHIBITS	Mar 27, 2017	
11	SUSP PEND DISP OF OUTSTNDNG MOT	Apr 05, 2017	
12	D OPP/RESP TO MOTION	Apr 25, 2017	

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**To:** Oakwon Demographics LLC ([msarney@moritthock.com](mailto:msarney@moritthock.com))  
**Subject:** U.S. TRADEMARK APPLICATION NO. 86921429 - MISSION ESCAPE GAMES - M-7943-002  
**Sent:** 7/6/2016 1:02:17 PM  
**Sent As:** ECOM103@USPTO.GOV  
**Attachments:**

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**UNITED STATES PATENT AND TRADEMARK OFFICE (USPTO)  
OFFICE ACTION (OFFICIAL LETTER) ABOUT APPLICANT'S TRADEMARK APPLICATION**

**U.S. APPLICATION SERIAL NO.** 86921429

**MARK:** MISSION ESCAPE GAMES

**\*86921429\***

**CORRESPONDENT ADDRESS:**

MICHAEL F. SARNEY  
MORITT HOCK & HAMROFF LLP  
450 SEVENTH AVENUE  
NEW YORK, NY 10123

**GENERAL TRADEMARK INFORMATION:**

<http://www.uspto.gov/trademarks/index.jsp>

[VIEW YOUR APPLICATION FILE](#)

**APPLICANT:** Oakwon Demographics LLC

**CORRESPONDENT'S REFERENCE/DOCKET NO. :**

M-7943-002

**CORRESPONDENT E-MAIL ADDRESS:**

[msarney@moritthock.com](mailto:msarney@moritthock.com)

**SUSPENSION NOTICE: NO RESPONSE NEEDED**

**ISSUE/MAILING DATE:** 7/6/2016

This Office action is in response to applicant's communication filed on June 14, 2016.

The Examining Attorney acknowledges and accepts the disclaimer of "Escape Games."

The trademark examining attorney is suspending action on the application for the reason(s) stated below. *See* 37 C.F.R. §2.67; TMEP §§716 *et seq.*

The effective filing date of the pending application(s) identified below precedes the filing date of applicant's application. If the mark in the referenced application(s) registers, applicant's mark may be refused registration under Section 2(d) because of a likelihood of confusion with that registered mark(s). *See* 15 U.S.C. §1052(d); 37 C.F.R. §2.83; TMEP §§1208 *et seq.* Therefore, action on this application is suspended until the earlier-filed referenced application(s) is either registered or abandoned. 37 C.F.R. §2.83(c). A copy of information relevant to this referenced application(s) was sent previously.

- Application Serial No(s). 86815642 and 86815955

**REFUSAL(S)/REQUIREMENT(S) CONTINUED AND MAINTAINED:** The following refusal(s)/requirement(s) is/are continued and maintained: The amended identification of services is unacceptable as indefinite because it consists of a repetition of the wording in the original application. The Applicant was advised that this wording was not acceptable in the June 10, 2016 Office Action.

The USPTO will periodically conduct a status check of the application to determine whether suspension remains appropriate, and the trademark examining attorney will issue as needed an inquiry letter to applicant regarding the status of the matter on which suspension is based. TMEP §§716.04, 716.05. Applicant will be notified when suspension is no longer appropriate. *See* TMEP §716.04.

No response to this notice is necessary; however, if applicant wants to respond, applicant should use the "Response to Suspension Inquiry or Letter of Suspension" form online at <http://teasroa.uspto.gov/rsi/rsi>.

/Susan A. Richards/  
Susan A. Richards  
Law Office 103  
(571) 272-8266  
Susan.Richards@uspto.gov

**PERIODICALLY CHECK THE STATUS OF THE APPLICATION:** To ensure that applicant does not miss crucial deadlines or official notices, check the status of the application every three to four months using the Trademark Status and Document Retrieval (TSDR) system at <http://tsdr.uspto.gov/>. Please keep a copy of the TSDR status screen. If the status shows no change for more than six months, contact the Trademark Assistance Center by e-mail at [TrademarkAssistanceCenter@uspto.gov](mailto:TrademarkAssistanceCenter@uspto.gov) or call 1-800-786-9199. For more information on checking status, see <http://www.uspto.gov/trademarks/process/status/>.

**TO UPDATE CORRESPONDENCE/E-MAIL ADDRESS:** Use the Trademark Electronic Application System (TEAS) form at <http://www.uspto.gov/trademarks/teas/correspondence.jsp>.

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**To:** Oakwon Demographics LLC ([msarney@moritthock.com](mailto:msarney@moritthock.com))  
**Subject:** U.S. TRADEMARK APPLICATION NO. 86921429 - MISSION ESCAPE GAMES - M-7943-002  
**Sent:** 7/6/2016 1:02:18 PM  
**Sent As:** ECOM103@USPTO.GOV  
**Attachments:**

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**UNITED STATES PATENT AND TRADEMARK OFFICE (USPTO)**

**IMPORTANT NOTICE REGARDING YOUR  
U.S. TRADEMARK APPLICATION**

USPTO OFFICE ACTION (OFFICIAL LETTER) HAS ISSUED  
ON 7/6/2016 FOR U.S. APPLICATION SERIAL NO.86921429

Please follow the instructions below:

**(1) TO READ THE LETTER:** Click on this link or go to <http://tsdr.uspto.gov/>, enter the U.S. application serial number, and click on "Documents."

The Office action may not be immediately viewable, to allow for necessary system updates of the application, but will be available within 24 hours of this e-mail notification.

**(2) QUESTIONS:** For questions about the contents of the Office action itself, please contact the assigned trademark examining attorney. For *technical* assistance in accessing or viewing the Office action in the Trademark Status and Document Retrieval (TSDR) system, please e-mail [TSDR@uspto.gov](mailto:TSDR@uspto.gov).

**WARNING**

**PRIVATE COMPANY SOLICITATIONS REGARDING YOUR APPLICATION:** Private companies **not** associated with the USPTO are using information provided in trademark applications to mail or e-mail trademark-related solicitations. These companies often use names that closely resemble the USPTO and their solicitations may look like an official government document. Many solicitations require that you pay "fees."

Please carefully review all correspondence you receive regarding this application to make sure that you are responding to an official document from the USPTO rather than a private company solicitation. All official USPTO correspondence will be mailed only from the "United States Patent and Trademark Office" in Alexandria, VA; or sent by e-mail from the domain "@uspto.gov." For more information on how to handle private company solicitations, see [http://www.uspto.gov/trademarks/solicitation\\_warnings.jsp](http://www.uspto.gov/trademarks/solicitation_warnings.jsp).

**Trademark Snap Shot Amendment & Mail Processing Stylesheet**  
(Table presents the data on Amendment & Mail Processing Complete)

**OVERVIEW**

SERIAL NUMBER	86921429	FILING DATE	02/26/2016
REG NUMBER	0000000	REG DATE	N/A
REGISTER	PRINCIPAL	MARK TYPE	SERVICE MARK
INTL REG #	N/A	INTL REG DATE	N/A
TM ATTORNEY	RICHARDS, SUSAN ANN	L.O. ASSIGNED	103

**PUB INFORMATION**

RUN DATE	06/15/2016		
PUB DATE	N/A		
STATUS	661-RESPONSE AFTER NON-FINAL-ACTION-ENTERED		
STATUS DATE	06/14/2016		
LITERAL MARK ELEMENT	MISSION ESCAPE GAMES		
DATE ABANDONED	N/A	DATE CANCELLED	N/A
SECTION 2F	NO	SECTION 2F IN PART	NO
SECTION 8	NO	SECTION 8 IN PART	NO
SECTION 15	NO	REPUB 12C	N/A
RENEWAL FILED	NO	RENEWAL DATE	N/A
DATE AMEND REG	N/A		

**FILING BASIS**

FILED BASIS		CURRENT BASIS		AMENDED BASIS	
1 (a)	YES	1 (a)	YES	1 (a)	NO
1 (b)	NO	1 (b)	NO	1 (b)	NO
44D	NO	44D	NO	44D	NO
44E	NO	44E	NO	44E	NO
66A	NO	66A	NO		
NO BASIS	NO	NO BASIS	NO		

**MARK DATA**

STANDARD CHARACTER MARK	YES
LITERAL MARK ELEMENT	MISSION ESCAPE GAMES
MARK DRAWING CODE	4-STANDARD CHARACTER MARK
COLOR DRAWING FLAG	NO

**CURRENT OWNER INFORMATION**

PARTY TYPE	10-ORIGINAL APPLICANT
NAME	Oakwon Demographics LLC
ADDRESS	Suite 305 144-36 Melbourne Ave Flushing, NY 11367
ENTITY	16-LTD LIAB CO

CITIZENSHIP

New York

**GOODS AND SERVICES**

INTERNATIONAL CLASS

041

DESCRIPTION TEXT

Arranging and conducting entertainment by means of live interactive puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events

**GOODS AND SERVICES CLASSIFICATION**INTERNATIONAL  
CLASS

041

FIRST USE DATE

04/00/2014

FIRST USE IN  
COMMERCE  
DATE

04/00/2014

CLASS STATUS

6-ACTIVE

**MISCELLANEOUS INFORMATION/STATEMENTS**

CHANGE IN REGISTRATION

NO

DISCLAIMER W/PREDETER TXT

"ESCAPE GAMES"

**PROSECUTION HISTORY**

DATE	ENT CD	ENT TYPE	DESCRIPTION	ENT NUM
06/14/2016	TEME	I	TEAS/EMAIL CORRESPONDENCE ENTERED	009
06/14/2016	CRFA	I	CORRESPONDENCE RECEIVED IN LAW OFFICE	008
06/14/2016	TROA	I	TEAS RESPONSE TO OFFICE ACTION RECEIVED	007
06/10/2016	GNRN	O	NOTIFICATION OF NON-FINAL ACTION E-MAILED	006
06/10/2016	GNRT	F	NON-FINAL ACTION E-MAILED	005
06/10/2016	CNRT	R	NON-FINAL ACTION WRITTEN	004
06/10/2016	DOCK	D	ASSIGNED TO EXAMINER	003
03/02/2016	NWOS	I	NEW APPLICATION OFFICE SUPPLIED DATA ENTERED IN TRAM	002
03/01/2016	NWAP	I	NEW APPLICATION ENTERED IN TRAM	001

**CURRENT CORRESPONDENCE INFORMATION**

ATTORNEY

Michael F. Sarney

CORRESPONDENCE ADDRESS

MICHAEL F. SARNEY  
MORITT HOCK & HAMROFF LLP  
450 SEVENTH AVENUE  
NEW YORK, NY 10123

DOMESTIC REPRESENTATIVE

NONE

# MISSION ESCAPE GAMES

## Response to Office Action

The table below presents the data as entered.

Input Field	Entered
SERIAL NUMBER	86921429
LAW OFFICE ASSIGNED	LAW OFFICE 103
<b>MARK SECTION</b>	
MARK	<a href="http://tmng-al.uspto.gov/resting2/api/img/86921429/large">http://tmng-al.uspto.gov/resting2/api/img/86921429/large</a>
LITERAL ELEMENT	MISSION ESCAPE GAMES
STANDARD CHARACTERS	YES
USPTO-GENERATED IMAGE	YES
MARK STATEMENT	The mark consists of standard characters, without claim to any particular font style, size or color.
<b>GOODS AND/OR SERVICES SECTION (current)</b>	
INTERNATIONAL CLASS	041
<b>DESCRIPTION</b>	
Arranging and conducting entertainment through interactive, puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events	
FILING BASIS	Section 1(a)
FIRST USE ANYWHERE DATE	At least as early as 04/00/2014
FIRST USE IN COMMERCE DATE	At least as early as 04/00/2014
<b>GOODS AND/OR SERVICES SECTION (proposed)</b>	
INTERNATIONAL CLASS	041
<b>TRACKED TEXT DESCRIPTION</b>	
<del>Arranging and conducting entertainment through interactive, puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events; Arranging and conducting entertainment by means of live interactive puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events</del>	
<b>FINAL DESCRIPTION</b>	
Arranging and conducting entertainment by means of live interactive puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events	
FILING BASIS	Section 1(a)
FIRST USE ANYWHERE DATE	At least as early as 04/00/2014
FIRST USE IN COMMERCE DATE	At least as early as 04/00/2014
<b>ADDITIONAL STATEMENTS SECTION</b>	
DISCLAIMER	No claim is made to the exclusive right to use ESCAPE GAMES apart from the mark as shown.
<b>SIGNATURE SECTION</b>	



RESPONSE SIGNATURE	/michael sarney/
SIGNATORY'S NAME	Michael F. Sarney
SIGNATORY'S POSITION	Attorney of record, New York bar member
DATE SIGNED	06/14/2016
AUTHORIZED SIGNATORY	YES
<b>FILING INFORMATION SECTION</b>	
SUBMIT DATE	Tue Jun 14 11:55:14 EDT 2016
TEAS STAMP	USPTO/ROA-XXX.XX.XX.XXX-2 0160614115514151902-86921 429-55038b0bca11d2c2ba475 3e1693d999275381111f9bd2f 72f03efe7a864e9c4f-N/A-N/ A-20160614115237620443

Under the Paperwork Reduction Act of 1995 no persons are required to respond to a collection of information unless it displays a valid OMB control number.  
PTO Form 1537 (Rev 10/2011)  
OMB No. 0651-0050 (Exp 07/31/2017)

## Response to Office Action

### To the Commissioner for Trademarks:

Application serial no. **86921429** MISSION ESCAPE GAMES(Standard Characters, see <http://tmng-al.uspto.gov/resting2/api/img/86921429/large>) has been amended as follows:

#### CLASSIFICATION AND LISTING OF GOODS/SERVICES

**Applicant proposes to amend the following class of goods/services in the application:**

**Current:** Class 041 for Arranging and conducting entertainment through interactive, puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events

Original Filing Basis:

**Filing Basis: Section 1(a), Use in Commerce:** The applicant is using the mark in commerce, or the applicant's related company or licensee is using the mark in commerce, on or in connection with the identified goods and/or services. 15 U.S.C. Section 1051(a), as amended. The mark was first used at least as early as 04/00/2014 and first used in commerce at least as early as 04/00/2014 , and is now in use in such commerce.

#### Proposed:

**Tracked Text Description:** ~~Arranging and conducting entertainment through interactive, puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events;~~ Arranging and conducting entertainment by means of live interactive puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events

Class 041 for Arranging and conducting entertainment by means of live interactive puzzle adventure games and challenges, namely, featuring room escape, problem solving, teamwork and strategy and social entertainment events

**Filing Basis: Section 1(a), Use in Commerce:** The applicant is using the mark in commerce, or the applicant's related company or licensee is using the mark in commerce, on or in connection with the identified goods and/or services. 15 U.S.C. Section 1051(a), as amended. The mark was first used at least as early as 04/00/2014 and first used in commerce at least as early as 04/00/2014 , and is now in use in such commerce.

#### ADDITIONAL STATEMENTS

##### Disclaimer

No claim is made to the exclusive right to use ESCAPE GAMES apart from the mark as shown.

#### SIGNATURE(S)

##### Response Signature

Signature: /michael sarney/ Date: 06/14/2016

Signatory's Name: Michael F. Sarney

Signatory's Position: Attorney of record, New York bar member

The signatory has confirmed that he/she is an attorney who is a member in good standing of the bar of the highest court of a U.S. state, which includes the District of Columbia, Puerto Rico, and other federal territories and possessions; and he/she is currently the owner's/holder's attorney or an associate thereof; and to the best of his/her knowledge, if prior to his/her appointment another U.S. attorney or a Canadian attorney/agent not currently associated with his/her company/firm previously represented the owner/holder in this matter: (1) the owner/holder has filed or is concurrently filing a signed revocation of or substitute power of attorney with the USPTO; (2) the USPTO has granted the request of the prior representative to withdraw; (3) the owner/holder has filed a power of attorney appointing him/her in this matter; or (4) the owner's/holder's appointed U.S. attorney or Canadian attorney/agent has filed a power of attorney appointing him/her as an associate attorney in this matter.

Serial Number: 86921429

Internet Transmission Date: Tue Jun 14 11:55:14 EDT 2016

TEAS Stamp: USPTO/ROA-XXX.XX.XX.XXX-2016061411551415

1902-86921429-55038b0bca11d2c2ba4753e169

3d999275381111f9bd2f72f03efe7a864e9c4f-N

/A-N/A-20160614115237620443

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**To:** Oakwon Demographics LLC ([msarney@moritthock.com](mailto:msarney@moritthock.com))

**Subject:** U.S. TRADEMARK APPLICATION NO. 86921429 - MISSION ESCAPE GAMES - M-7943-002

**Sent:** 6/10/2016 4:04:14 PM

**Sent As:** ECOM103@USPTO.GOV

**Attachments:** [Attachment - 1](#)  
[Attachment - 2](#)  
[Attachment - 3](#)  
[Attachment - 4](#)  
[Attachment - 5](#)  
[Attachment - 6](#)  
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Attachment - 50  
Attachment - 51  
Attachment - 52

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UNITED STATES PATENT AND TRADEMARK OFFICE (USPTO)  
OFFICE ACTION (OFFICIAL LETTER) ABOUT APPLICANT'S TRADEMARK APPLICATION

U.S. APPLICATION SERIAL NO. 86921429

MARK: MISSION ESCAPE GAMES

**\*86921429\***

**CORRESPONDENT ADDRESS:**

MICHAEL F. SARNEY  
MORITT HOCK & HAMROFF LLP  
450 SEVENTH AVENUE  
NEW YORK, NY 10123

**CLICK HERE TO RESPOND TO THIS LETTER:**  
[http://www.uspto.gov/trademarks/teas/response\\_forms.jsp](http://www.uspto.gov/trademarks/teas/response_forms.jsp)

[VIEW YOUR APPLICATION FILE](#)

**APPLICANT:** Oakwon Demographics LLC

**CORRESPONDENT'S REFERENCE/DOCKET NO.:**

M-7943-002

**CORRESPONDENT E-MAIL ADDRESS:**

msarney@morithhock.com

**OFFICE ACTION**

**STRICT DEADLINE TO RESPOND TO THIS LETTER**

TO AVOID ABANDONMENT OF APPLICANT'S TRADEMARK APPLICATION, THE USPTO MUST RECEIVE APPLICANT'S COMPLETE RESPONSE TO THIS LETTER **WITHIN 6 MONTHS** OF THE ISSUE/MAILING DATE BELOW.

**ISSUE/MAILING DATE: 6/10/2016**

The referenced application has been reviewed by the assigned trademark examining attorney. Applicant must respond timely and completely to the issue(s) below. 15 U.S.C. §1062(b); 37 C.F.R. §§2.62(a), 2.65(a); TMEP §§711, 718.03.

**Summary of Issues**

1. Earlier-filed applications as potential bars to registration
2. Identification of services indefinite for purposes of registration
3. Disclaimer

**Search Results – Earlier-Filed Applications as Potential Bars to Registration**

The trademark examining attorney has searched the USPTO's database of registered and pending marks and has found no similar registered marks that would bar registration under Trademark Act Section 2(d). TMEP §704.02; *see* 15 U.S.C. §1052(d). However, a mark in a prior-filed pending application may present a bar to registration of applicant's mark.

The filing dates of pending U.S. Application Serial Nos. 86815642 and 86815955 precede applicant's filing date. See attached referenced applications. If one or more of the marks in the referenced applications register, applicant's mark may be refused registration under Trademark Act Section 2(d) because of a likelihood of confusion with the registered mark(s). *See* 15 U.S.C. §1052(d); 37 C.F.R. §2.83; TMEP §§1208 *et*

seq. Therefore, upon receipt of applicant's response to this Office action, action on this application may be suspended pending final disposition of the earlier-filed referenced applications.

In response to this Office action, applicant may present arguments in support of registration by addressing the issue of the potential conflict between applicant's mark and the marks in the referenced applications. Applicant's election not to submit arguments at this time in no way limits applicant's right to address this issue later if a refusal under Section 2(d) issues.

#### **Identification of Services – Indefinite for Purposes of Registration**

The identification of services must be clarified because it is indefinite for purposes of registration. See 37 C.F.R. §2.32(a)(6); TMEP §1402.01. Applicant may adopt the following identification, if accurate:

Arranging and conducting entertainment by means of live, interactive puzzle adventure games and game challenges featuring room escape, problem solving, teamwork, strategy, and social entertainment events

Applicant's goods and/or services may be clarified or limited, but may not be expanded beyond those originally itemized in the application or as acceptably amended. See 37 C.F.R. §2.71(a); TMEP §1402.06. Applicant may clarify or limit the identification by inserting qualifying language or deleting items to result in a more specific identification; however, applicant may not substitute different goods and/or services or add goods and/or services not found or encompassed by those in the original application or as acceptably amended. See TMEP §1402.06(a)-(b). The scope of the goods and/or services sets the outer limit for any changes to the identification and is generally determined by the ordinary meaning of the wording in the identification. TMEP §§1402.06(b), 1402.07(a)-(b). Any acceptable changes to the goods and/or services will further limit scope, and once goods and/or services are deleted, they are not permitted to be reinserted. TMEP §1402.07(c).

For assistance with identifying and classifying goods and services in trademark applications, please see the USPTO's online searchable U.S. Acceptable Identification of Goods and Services Manual. See TMEP §1402.04.

#### **Disclaimer**

As demonstrated by the attached print out from *365 Escape*, available at 365ESCAPE.COM, *HoodaMath*, available at HOODAMATH.COM, *Wow Escape*, available at WOWESCAPE.COM, and *First Escape Games*, available at FIRSTESCAPEGAMES.COM, "escape games" is a unitary expression that identifies a type of game. Therefore, Applicant must disclaim the wording "Escape Games" because it merely describes an ingredient, quality, characteristic, function, feature, purpose, or use of applicant's goods and/or services, and thus is an unregistrable component of the mark. See 15 U.S.C. §§1052(e)(1), 1056(a); *DuoProSS Meditech Corp. v. Invivo Med. Devices, Ltd.*, 695 F.3d 1247, 1251, 103 USPQ2d 1753, 1755 (Fed. Cir. 2012) (quoting *In re Oppedahl & Larson LLP*, 373 F.3d 1171, 1173, 71 USPQ2d 1370, 1371 (Fed. Cir. 2004)); TMEP §§1213, 1213.03(a). (See attached print outs from the *Oxford English Dictionary*, available at OED.COM).

An applicant may not claim exclusive rights to terms that others may need to use to describe their goods and/or services in the marketplace. See *Dena Corp. v. Belvedere Int'l, Inc.*, 950 F.2d 1555, 1560, 21 USPQ2d 1047, 1051 (Fed. Cir. 1991); *In re Aug. Storck KG*, 218 USPQ 823, 825 (TTAB 1983). A disclaimer of unregistrable matter does not affect the appearance of the mark; that is, a disclaimer does not physically remove the disclaimed matter from the mark. See *Schwarzkopf v. John H. Breck, Inc.*, 340 F.2d 978, 978, 144 USPQ 433, 433 (C.C.P.A. 1965); TMEP §1213.

If applicant does not provide the required disclaimer, the USPTO may refuse to register the entire mark. See *In re Stereotaxis Inc.*, 429 F.3d 1039, 1040-41, 77 USPQ2d 1087, 1088-89 (Fed. Cir. 2005); TMEP §1213.01(b).

Applicant should submit a disclaimer in the following standardized format:

**No claim is made to the exclusive right to use "Escape Games" apart from the mark as shown.**

For an overview of disclaimers and instructions on how to satisfy this disclaimer requirement online using the Trademark Electronic Application System (TEAS) form, please go to <http://www.uspto.gov/trademarks/law/disclaimer.jsp>.

#### **Assistance**

If applicant has questions regarding this Office action, please telephone or e-mail the assigned trademark examining attorney. All relevant e-mail communications will be placed in the official application record; however, an e-mail communication will not be accepted as a response to this Office action and will not extend the deadline for filing a proper response. See 37 C.F.R. §§2.62(c), 2.191; TMEP §§304.01-.02, 709.04-.05. Further, although the trademark examining attorney may provide additional explanation pertaining to the refusal(s) and/or requirement(s) in this Office action, the trademark examining attorney may not provide legal advice or statements about applicant's rights. See TMEP §§705.02,

**TEAS PLUS OR TEAS REDUCED FEE (TEAS RF) APPLICANTS – TO MAINTAIN LOWER FEE, ADDITIONAL REQUIREMENTS MUST BE MET, INCLUDING SUBMITTING DOCUMENTS ONLINE:** Applicants who filed their application online using the lower-fee TEAS Plus or TEAS RF application form must (1) file certain documents online using TEAS, including responses to Office actions (see TMEP §§819.02(b), 820.02(b) for a complete list of these documents); (2) maintain a valid e-mail correspondence address; and (3) agree to receive correspondence from the USPTO by e-mail throughout the prosecution of the application. *See* 37 C.F.R. §§2.22(b), 2.23(b); TMEP §§819, 820. TEAS Plus or TEAS RF applicants who do not meet these requirements must submit an additional processing fee of \$50 per international class of goods and/or services. 37 C.F.R. §§2.6(a)(1)(v), 2.22(c), 2.23(c); TMEP §§819.04, 820.04. However, in certain situations, TEAS Plus or TEAS RF applicants may respond to an Office action by authorizing an examiner's amendment by telephone without incurring this additional fee.

/Susan A. Richards/  
Susan A. Richards  
Law Office 103  
(571) 272-8266  
Susan.Richards@uspto.gov

**TO RESPOND TO THIS LETTER:** Go to [http://www.uspto.gov/trademarks/teas/response\\_forms.jsp](http://www.uspto.gov/trademarks/teas/response_forms.jsp). Please wait 48-72 hours from the issue/mailing date before using the Trademark Electronic Application System (TEAS), to allow for necessary system updates of the application. For *technical* assistance with online forms, e-mail [TEAS@uspto.gov](mailto:TEAS@uspto.gov). For questions about the Office action itself, please contact the assigned trademark examining attorney. **E-mail communications will not be accepted as responses to Office actions; therefore, do not respond to this Office action by e-mail.**

**All informal e-mail communications relevant to this application will be placed in the official application record.**

**WHO MUST SIGN THE RESPONSE:** It must be personally signed by an individual applicant or someone with legal authority to bind an applicant (i.e., a corporate officer, a general partner, all joint applicants). If an applicant is represented by an attorney, the attorney must sign the response.

**PERIODICALLY CHECK THE STATUS OF THE APPLICATION:** To ensure that applicant does not miss crucial deadlines or official notices, check the status of the application every three to four months using the Trademark Status and Document Retrieval (TSDR) system at <http://tsdr.uspto.gov/>. Please keep a copy of the TSDR status screen. If the status shows no change for more than six months, contact the Trademark Assistance Center by e-mail at [TrademarkAssistanceCenter@uspto.gov](mailto:TrademarkAssistanceCenter@uspto.gov) or call 1-800-786-9199. For more information on checking status, see <http://www.uspto.gov/trademarks/process/status/>.

**TO UPDATE CORRESPONDENCE/E-MAIL ADDRESS:** Use the TEAS form at <http://www.uspto.gov/trademarks/teas/correspondence.jsp>.

**Print: Jun 10, 2016**

**86815642**

**DESIGN MARK**

**Serial Number**

86815642

**Status**

OPPOSITION PENDING

**Word Mark**

MISSION ESCAPE

**Standard Character Mark**

Yes

**Type of Mark**

SERVICE MARK

**Register**

PRINCIPAL

**Mark Drawing Code**

(4) STANDARD CHARACTER MARK

**Owner**

Mission Escape Rooms LLC LIMITED LIABILITY COMPANY MARYLAND 1 Melvin Avenue Annapolis MARYLAND 21401

**Goods/Services**

Class Status -- ACTIVE. IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring room escape, puzzles, and team strategy.

**Disclaimer Statement**

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN.

**Filing Date**

2015/11/10

**Examining Attorney**

LEE, JEANIE

**Attorney of Record**

Dominic J. Souza

# Mission Escape



Print: Jun 10, 2016

86815955

**DESIGN MARK**

**Serial Number**

86815955

**Status**

OPPOSITION PENDING

**Word Mark**

MISSION ESCAPE ROOMS

**Standard Character Mark**

Yes

**Type of Mark**

SERVICE MARK

**Register**

PRINCIPAL

**Mark Drawing Code**

(4) STANDARD CHARACTER MARK

**Owner**

Mission Escape Rooms LLC LIMITED LIABILITY COMPANY MARYLAND 1 Melvin Avenue Annapolis MARYLAND 21401

**Goods/Services**

Class Status -- ACTIVE. IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring room escape, puzzles and team strategy.

**Disclaimer Statement**

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOMS" APART FROM THE MARK AS SHOWN.

**Filing Date**

2015/11/11

**Examining Attorney**

LEE, JEANIE

**Attorney of Record**

Dominic J. Souza

# Mission Escape Rooms

# 365 ESCAPE

## New Escape Games

Play the best escape games online! These games might be tricky sometimes, so be prepared! The player must solve some difficult puzzles and use them with objects to find a way out from a different mysterious places. Room escape games are a sub genre of adventures and puzzles, usually created as a free online game.

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Search

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[SCARY](#)

[ADVENTURE](#)

[OUTDOOR ESCAPE](#)



Brooks Brothers Men's Regular Fit...


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Timeless Business Attire. Casual Clothes & Brooks Brothers




Brooks Brothers


Mexican Farmer




Locked Abode




Mr. Detective 11




Abandoned Ship




Teen School




Ancient Temple




Tarzan Junior



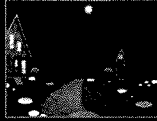
Commercial Building




Haunted Ghost




Mr. Detective 10




Parrot Rescue




New Diamond Room




Medieval Fusion




Love Room




Gold Hunt




The Mortuary




Mr. Detective 9



Jolly Rescue 5







Women's Slimming Swimwear, Tankini...

\$69.95

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L.L.Bean






11 items (Object: when -- Matching)

0 items -- 365escape.com 2014 -- 1.00.000

# Escape Games

## Math Games Search



Grade Level

Category

Math Subject

Class Page:



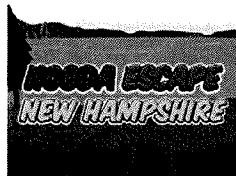
Hooda  
Escape New  
Jersey



Hooda  
Escape  
Arkansas



Hooda  
Escape  
Mississippi



Hooda  
Escape New  
Hampshire



Hooda  
Escape  
Oregon



Hooda  
Escape Maine



Hooda  
Escape  
Nebraska



Hooda  
Escape New  
Mexico

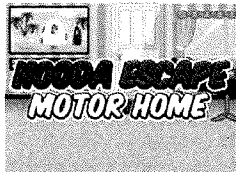
Advertisement



Oregon



Hooda  
Escape  
Alaska



Hooda  
Escape  
Motorhome



Hooda  
Escape Bullet  
Train



Hooda Room  
Escape 4

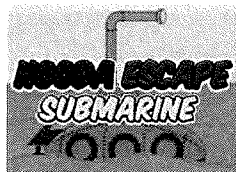


Hooda  
Escape With  
Tom

Nebraska



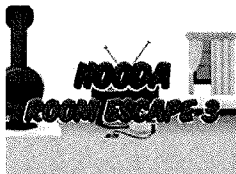
Hooda  
Escape Auto  
Factory



Hooda  
Escape  
Submarine



Hooda  
Escape  
Rocket Ship



Hooda Room  
Escape 3



Hooda  
Escape With  
Beauty



Hooda  
Escape Skate  
Park



Hooda  
Escape Ship



Hooda  
Escape Train  
Station

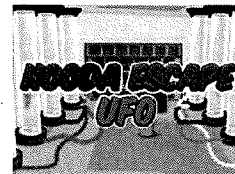


Hooda Room  
Escape 2



Hooda  
Escape With  
Frank

Mexico



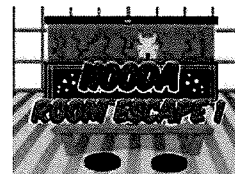
Hooda  
Escape Ufo



Hooda  
Escape  
Airfield



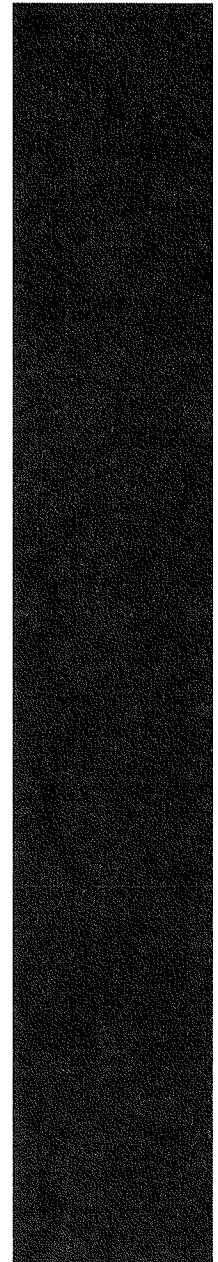
Hooda Room  
Escape 5



Hooda Room  
Escape 1



Hooda  
Escape With  
Spooky



Tom



Hooda  
Escape With  
Snow White

Beauty



Hooda  
Escape With  
Goldilocks

Frank



Hooda  
Escape With  
Rapunzel

Spooky



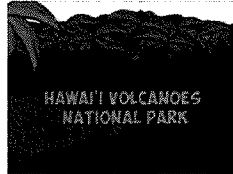
Hooda  
Escape With  
Aladdin's  
Lamp



Hooda  
Escape  
Sherwood  
Forest



Hooda  
Escape Hot  
Springs  
National Park



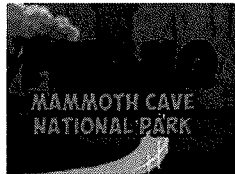
Find HQ  
Hawaii  
Volcanoes  
National Park



Find HQ Lake  
Clark National  
Park



Find HQ Mesa  
Verde  
National Park



Find HQ  
Mammoth  
Cave National  
Park



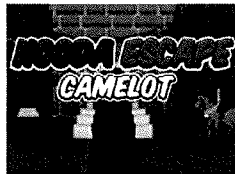
Find HQ  
Redwood  
National Park



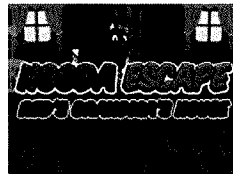
Hooda  
Escape The  
Wicked Step  
Sisters



Hooda  
Escape El  
Dorado



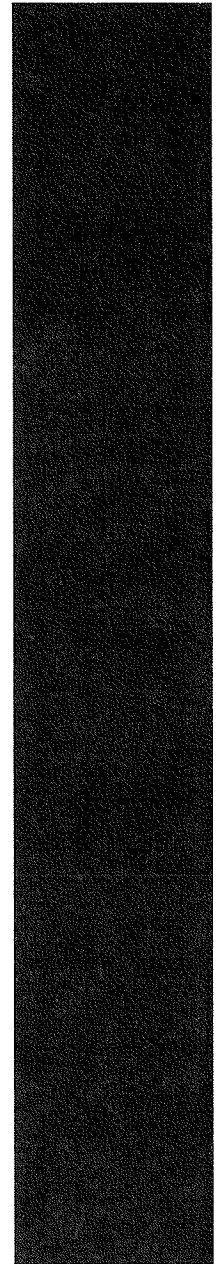
Hooda  
Escape  
Camelot



Hooda  
Escape Red's  
Grandma's  
House



Hooda  
Escape  
Neverland





Hooda  
Escape  
Wondorland



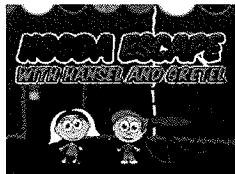
Hooda  
Escape  
Garden of  
Eden



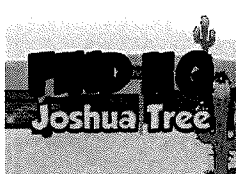
Hooda  
Escape  
Noah's Ark



Hooda  
Escape with  
Jack



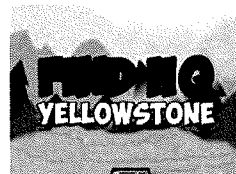
Hooda  
Escape with  
Hansel and  
Gretel



Find HQ  
Joshua Tree



Find HQ Great  
Smoky  
Mountains



Find HQ  
Yellowstone



Find HQ  
Glacier  
National Park



Find HQ  
Yosemite



Find HQ Los  
Angeles



Find HQ New  
York



Find HQ San  
Francisco



Find HQ  
Washington  
DC



Find HQ  
Miami



Hooda  
Escape Ghost  
House



Escape  
Casablanca



Escape Paris



Find My  
Sunglasses  
Zoo



Find My  
Sunglasses  
Beach







Find My  
Tickets Water  
Park



Find My  
Tickets Theme  
Park



Find My Keys  
Flea Market



Find My Keys  
Mini Putt



Find My Keys  
Coffee Shop



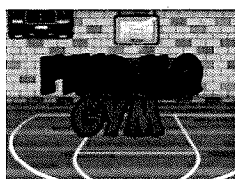
Hooda  
Escape  
Airport



Hooda  
Escape  
Ranch



Find HQ  
Carnival



Find HQ Gym



Find HQ Ski  
Lodge



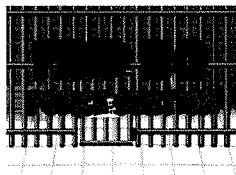
Hooda Find  
HQ Subway



Hooda Find  
HQ Fort



Hooda Find  
HQ Donut  
Shop



Hooda Find  
HQ Police  
Station



Hooda Find  
HQ Park



Hooda  
Escape Pet  
Shop



Hooda  
Escape Math  
Mansion



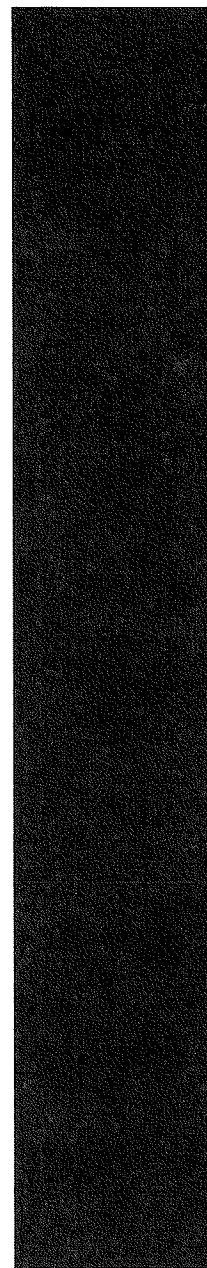
Hooda  
Escape  
Spooky Farm



Hooda  
Escape Corn  
Maze



Hooda  
Escape Auto  
Shop





Hooda  
Escape Ice  
Cream Shop



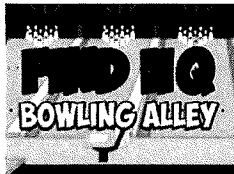
Hooda  
Escape  
Hunting Lodge



Hooda  
Escape  
Fisherman  
Island



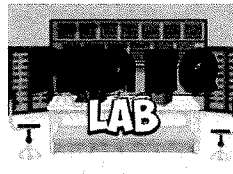
Hooda  
Escape  
Grandma's  
House



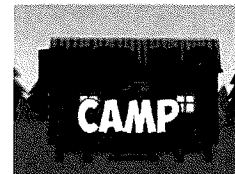
Find HQ  
Bowling Alley



Find HQ  
Pirate Ship



Find HQ Lab



Find HQ  
Camp



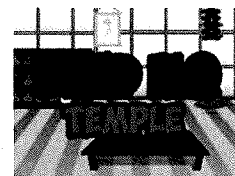
Find HQ  
Lighthouse



Find HQ  
Backyard



Find HQ  
Library



Find HQ  
Temple



Find HQ Cave



Find HQ  
Neighborhood



Find HQ  
Castle



Find HQ Fun  
House



Find HQ  
Beach House



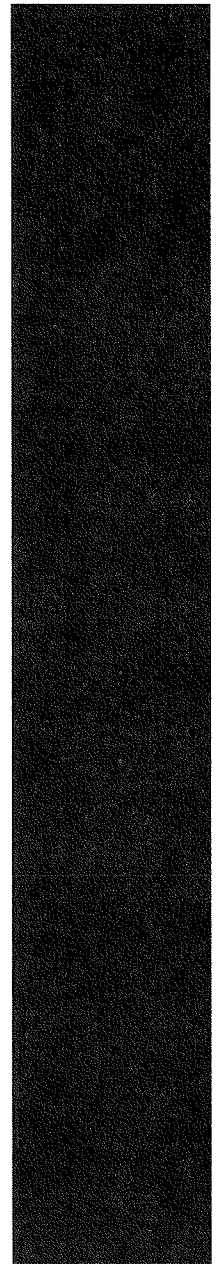
Find HQ  
Hospital



Find HQ  
Space Lab



Find HQ  
Game Center





Find HQ Farm



Find HQ Fire Station



Hooda Escape Water Park



Hooda Escape Enchanted Garden



Hooda Escape Aquarium



Find HQ The Pyramid



Find HQ The Resort



Find HQ The Forest



Find HQ The Theater



Find HQ The Hotel



Find HQ The School



Find HQ The Mall



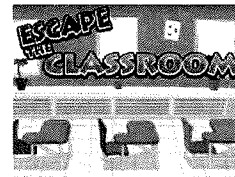
Escape The Amusement Park



Old West Escape



Escape The Zoo



Escape The Classroom



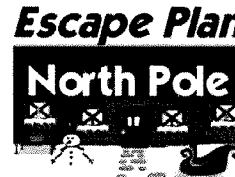
Find Sneaky Ski Cabin



Escape Plan Office



Amazing Escape Spring Garden



Escape Plan North Pole





Amazing  
Escape  
School



Amazing  
Escape  
Ruins



Amazing  
Escape  
Pyramid



Grayscale  
Escape  
Attic



Must Escape  
The Shopping  
Mall



Escape Plan  
Ghost House



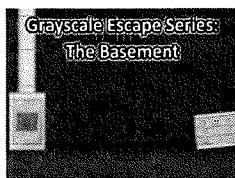
Escape Plan  
Dragon Castle



Must Escape  
Lighthouse  
Island



Amazing  
Escape North  
Pole



Grayscale  
Escape  
Basement



Amazing  
Escape  
Maze



Bluescale  
Escape  
Dungeon



Amazing  
Escape  
Island



Amazing  
Escape  
Ghost  
Town



Amazing  
Escape  
Castle



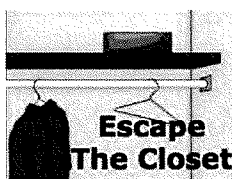
Amazing  
Escape  
Atlantis



Escape The  
Phone Booth



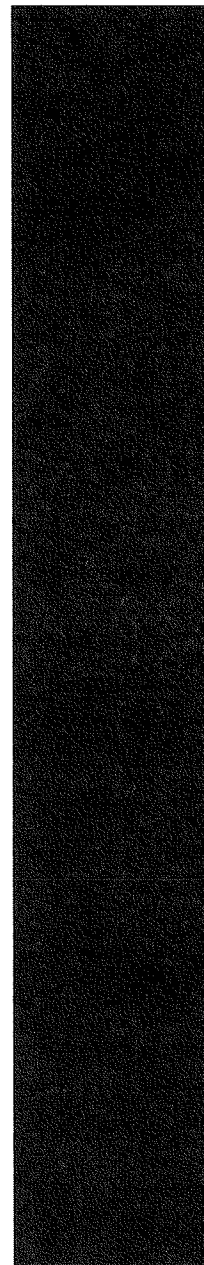
Hurry and  
Escape The  
Pirate Ship



Escape The  
Closet



Escape The  
Harvest  
Festival





Must Escape  
The Clock  
Tower



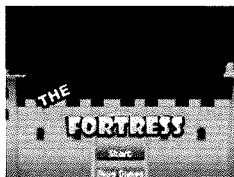
Escape The  
Car



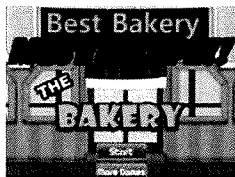
Must Escape  
The Temple



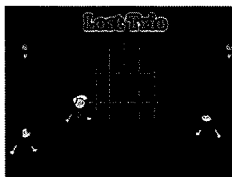
Max Skyler  
Stolen Relic



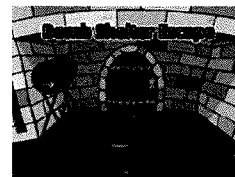
Must Escape  
The Fortress



Must Escape  
The Bakery



Lost Trio



Bomb Shelter  
Escape



Must Escape  
The Museum



Locked Door



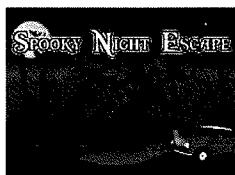
Retro Escape  
Living Room



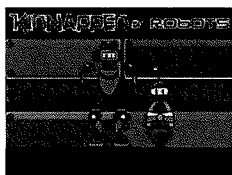
Tower Escape



Kidnapped by  
the Pharaoh



Spooky Night  
Escape



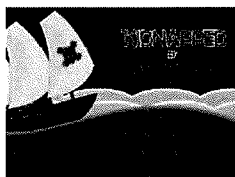
Kidnapped by  
Robots



Kidnapped by  
Aliens 2



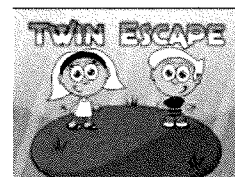
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Kidnapped by  
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Escape The Red Planet



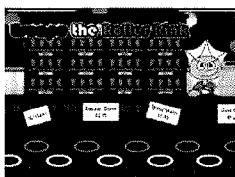
Edgestone



Escape Space



Escape The Candy Factory



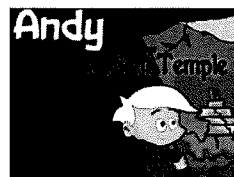
Escape The Roller Rink



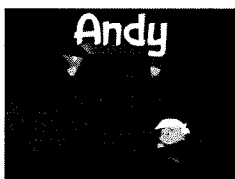
Camp Pine



Andy The Cave of Treasure



Andy Ancient Temple



Andy Aztec Treasure



Escape The 13th Floor



Speed Escape



Speed Escape 2



Speed Escape 3



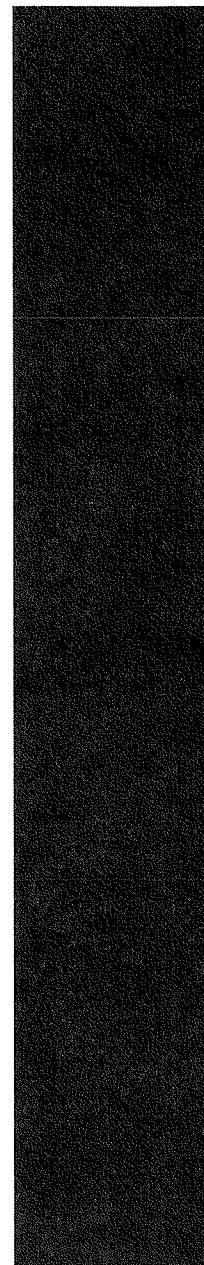
Speed Escape 4



Must Escape The Playground



Must Escape The Island





Must Escape  
The Burger  
Joint



Must Escape  
The Castle



Must Escape  
The Farm



Must Escape  
The Pet Shop



Must Escape  
The Rooftop



Must Escape  
The Ice Cave



Must Escape  
The Wizard's  
Castle



Must Escape  
The Subway



Must Escape  
The Sewer



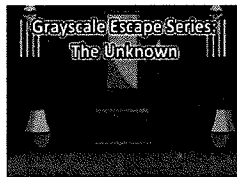
Must Escape  
The Ice Castle



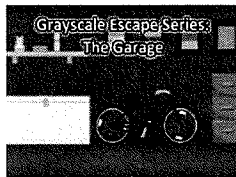
Must Escape  
The Factory



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Escape  
Bedroom



Grayscale  
Escape  
Unknown



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Escape  
Garage



Bluescale  
Escape Room



Bluescale  
Escape  
Kitchen



Grayscale  
Escape  
Bathroom

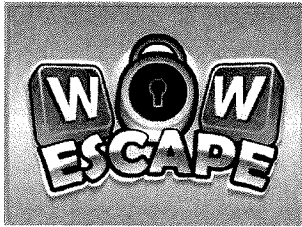
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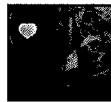
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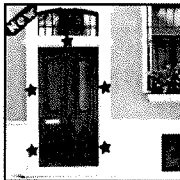
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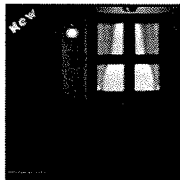
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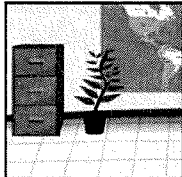
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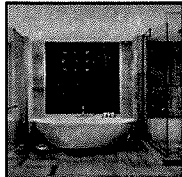
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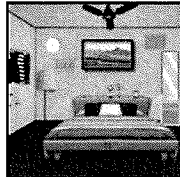
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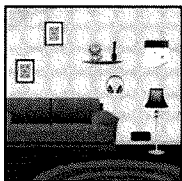
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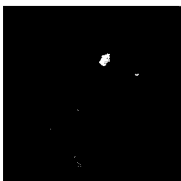
Tierra Patagonia Hotel A..



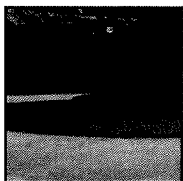
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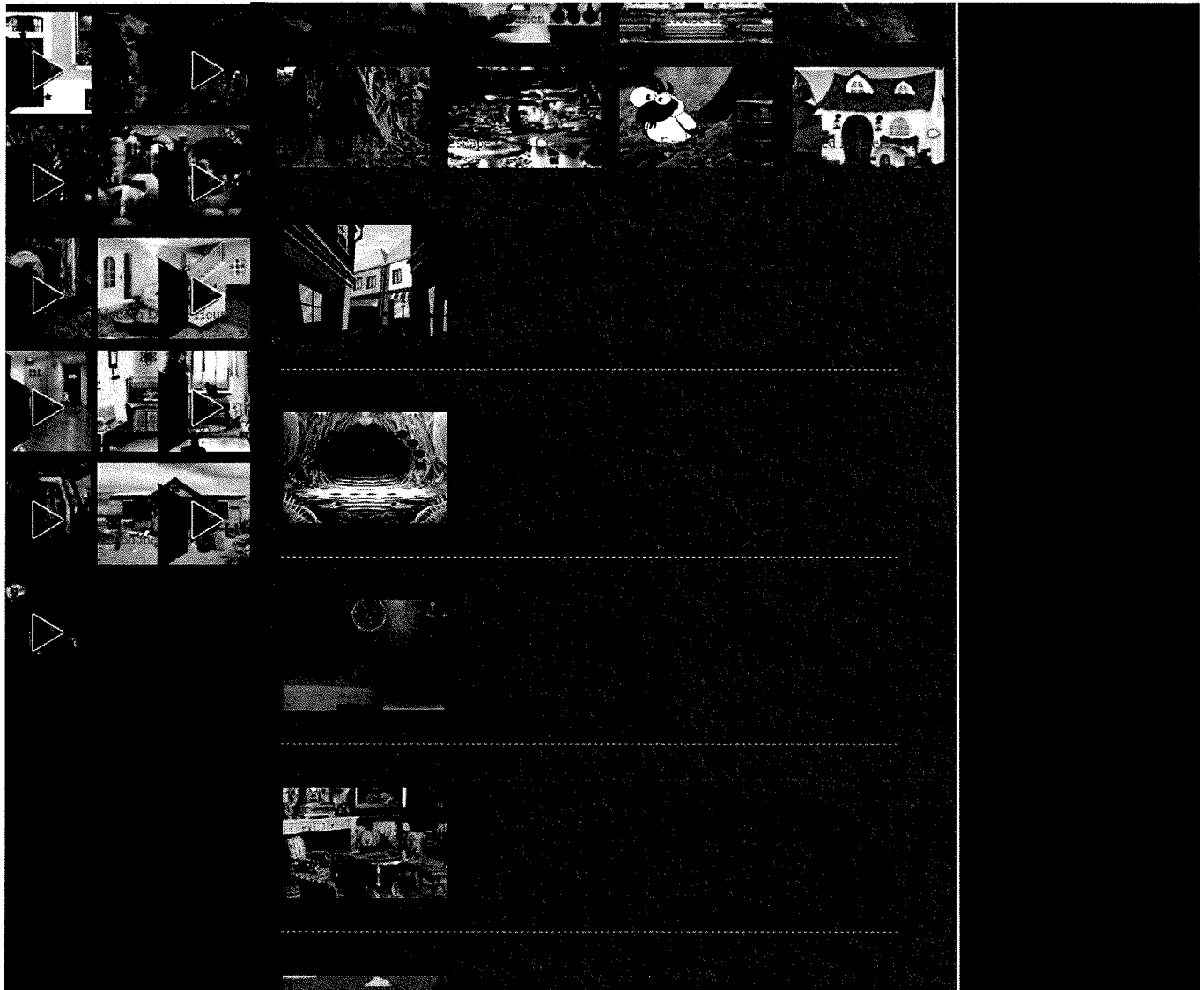
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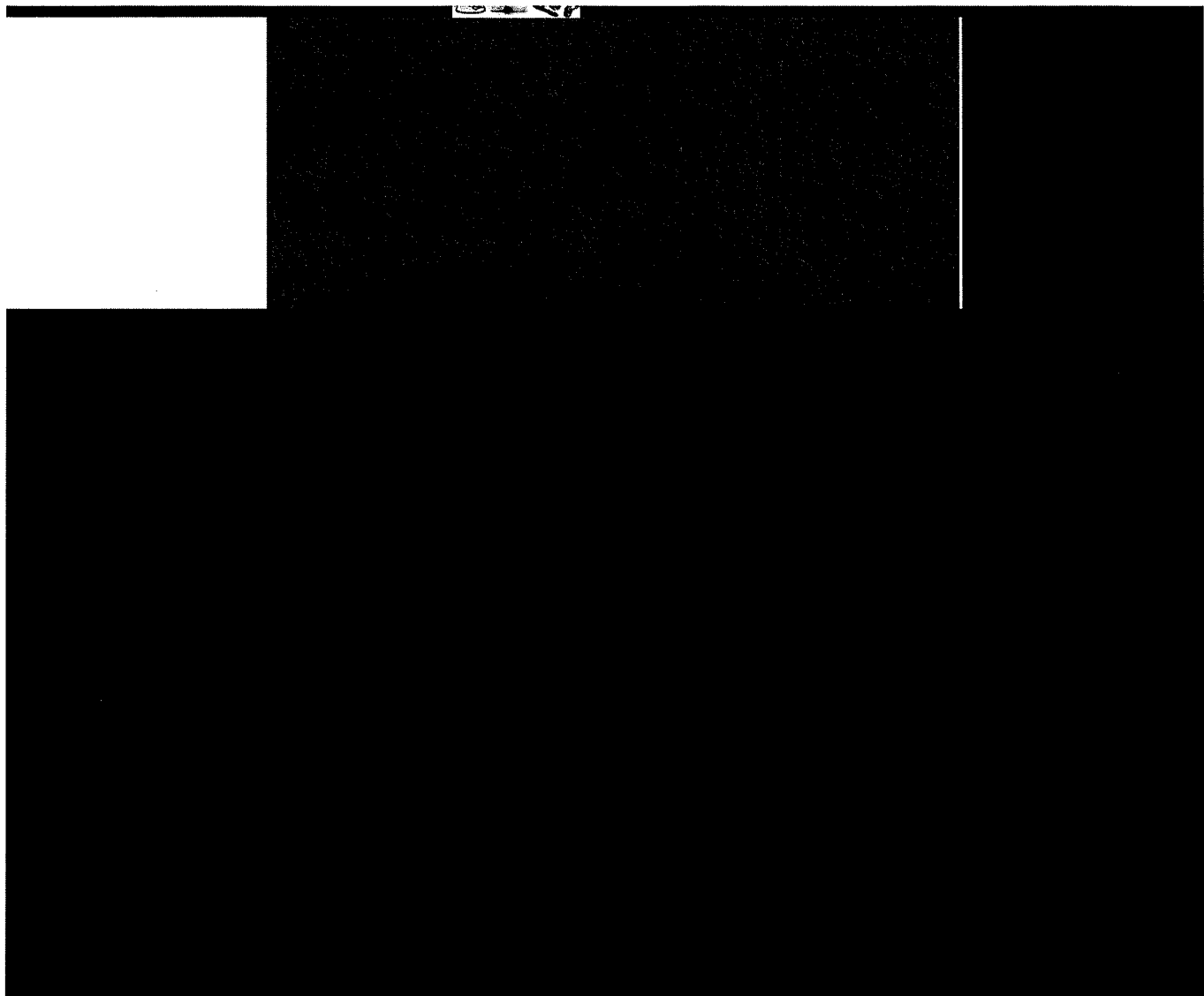
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# escape, *n.*<sup>1</sup>

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**Pronunciation:** /ɪ'skeɪp/

**Forms:** Also ME *eschap(e)*.

**Frequency (in current use):** .....\*

**Etymology:** < ESCAPE *v.*; compare Old French *eschap* (perhaps the source in 14th cent.),

Spanish ... (Show More)

1.

**a.** The action of escaping, or the fact of having escaped, from custody, danger, etc.; *spec.* in *Law*: see quot. 1641 at *β*.

Thesaurus »  
Categories »

*α.*

c1300 *K. Alis.* 4287 For that eschape they beon anoyed sore.

1417 BP. CLIFFORD in H. Ellis *Orig. Lett. Eng. Hist.* II.29. I. 90 Foryevyng me graciously the eschapes of the clerkes convictes out of my prison of Storteford.

1489 (†a1380) J. BARBOUR *Bruce* (Adv.) II. 65 He wes off his eschap sary.

*β.*

1611 *Bible* (King James) Psalms lv. 8, I would hasten my escape from the windie storme, and tempest.

a1616 SHAKESPEARE *Taming of Shrew* (1623) I. i. 228 Your fellow Tranio..Puts my apparel..on, And I for my escape haue put on his.

1631 B. JONSON *Bartholmew Fayre* IV. vi. 116 in *Wks.* II What, has he made an escape, which way? follow, neighbour Haggise.

1641 *Rastell's Termes de la Ley* (new ed.) f. 142, Escape is where one that is arrested commeth to his liberty before that he be delivered by award of any Justice, or by order of Law.

1659 H. HAMMOND *Paraphr. & Annot. Psalms* (lxviii. 20 Paraphr.) 330 To him we owe all our escapes.

1698 E. LUDLOW *Mem.* I. 221 No sooner was the King's Escape taken notice of by the Guards.

1713 J. ADDISON in *Guardian* 25 July 2/1 Men of Virtue have had extraordinary Escapes out of such Dangers as have enclosed them.

1769 W. BLACKSTONE *Comm. Laws Eng.* III. 415 When a defendant is once in custody

This entry has not yet been fully updated (first published 1891).

Publication history

Entry profile

Previous version

In this entry:

escape character

escape clause

escape-cock

escape code

escape committee

escape drain

escape hatch

escape head

escape key

escape-pinion

escape-pipe

escape rocket

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escaloped, adj.	1611
escallop-shell, n.	1610
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escapeful, adj.	1893
escapeless, adj.	1855
escapement, n.	1779
escaper, n.	1611
escaping, n.	c1325
escaping, adj.	a1631
escapism, n.	1933

- 1709 W. BLACKSTONE *Comm. Laws Eng.* III. 413 When a defendant is once in custody upon this process [*ca. sa.*]...if he be afterwards seen at large, it is an escape.
- 1778 J. PRIESTLEY *Free Discuss. Doctr. Materialism* 262 An igneous substance, which...makes its escape at death.
- 1849 MACAULAY *Hist. Eng.* II. 171 His escape was attributed partly to his own singular equanimity, and partly to, etc.
- 1878 R. BROWNING *La Saisiaz* 65 Yet is..forbidden premature escape from time.

(Hide quotations)

**b. fig.** Mental or emotional distraction, esp. by way of literature or music, from the realities of life.

Thesaurus »  
Categories »

- 1853 DICKENS *Another Round of Stories: Nobody's Story in Househ. Words Extra* Christmas No., 35/2 Labouring people..in need of mental refreshment and recreation... Come! Amuse me harmlessly, show me something, give me an escape!
- 1919 *English Rev.* Mar. 183 It has been said by Mr. Arthur Symons that 'all art is a mode of escape'.
- 1923 *Time* 14 Apr. 14/3 For the cities are saturated with the literature of escape.
- 1933 *Amer. Speech* 8 III. 34/1 Those who use drugs merely as an escape-mechanism while incarcerated.
- 1934 *Punch* 18 Apr. 440/1 *Libel* makes no pretence to belong to any other class than it is now the contemptuous fashion to call the literature of escape.
- 1942 *Sphere* 25 July 120/1 Music always enjoys a boom in wartime. It acts as a magic carpet, as an escape.
- 1954 M. F. RODELL *Mystery Fiction* (ed. 2) ii. 4 Mysteries belong to the vast category of escape fiction.
- 1969 *Islander* (Victoria, Brit. Columbia) 16 Nov. 16/3 But far from being escape reading, these fantasies often make more penetrating comments on the 'real' world than realistic fiction does.

(Hide quotations)

**c.** The action of escaping from the region where the gravitational force of a planet is predominant. *Usu. attrib.*  
(See Compounds below.)

Thesaurus »  
Categories »

- 1947 *Jrnl. Aeronaut. Sci.* 14 471 (*heading*) The problem of escape from the earth by rocket.

(Hide quotations)

## 2. concr.

**a.** A plant that has 'escaped' from cultivation, a garden plant growing wild.

Thesaurus »  
Categories »



1870 J. D. HOOKER *Student's Flora Brit. Islands* 16 *Chelidonium majus*. in the S. of England, elsewhere an obvious escape.

1887 W. R. HAYWARD *Botanist's Pocket-bk.* (ed. 5) Pref. 4 In many cases they [alien plants] are escapes from gardens.

(Hide quotations)

**b. U.S. An escaped person, a fugitive.**

Categories »

1881 *Philada. Record* No. 3464. 4 All the Chinese in this country, excepting officials, were escapes.

(Hide quotations)

**c. A bird that has escaped from captivity.**

Thesaurus »  
Categories »

1937 *Brit. Birds* 31 27 There is no reason to think this bird an escape as the place is very remote.

1953 D. A. BANNERMAN *Birds Brit. Isles* I. 108 There is a doubt as to whether they were genuine wild birds or merely 'escapes' from captivity.

(Hide quotations)

**3. A means of escape. In *fire escape* *n.* at FIRE *n.* and *int.***  
Compounds 2a; and short for that word.

Thesaurus »

1810 *Trans. Soc. Arts* 28 177 If every parish would provide one of these escapes..it would lessen the many accidents which occur by fire.

1887 *Daily News* 16 May 6/2 The fire brigade ran out a couple of their escapes.

(Hide quotations)

**4.**

**a. The escaping of water, gases, etc. from confinement; in recent use *esp.* a leakage of gas, electricity, etc.**

Thesaurus »

1874 E. H. KNIGHT *Pract. Dict. Mech.* I. 808 *Escape (Telegraphy)*, leakage of current from the line-wire to the ground, caused usually by defective insulation and contact with partial conductors.

1891 *Mod.* There is an escape of gas in the kitchen.

(Hide quotations)

**†b. euphemistically. (More commonly SCAPE *n.*)**

Thesaurus »  
Categories »

- 1599 S. HARSNET *Discov. Fraudulent Pract. J. Darrel* 41 Hee meeting Alice Goodridge in a Coppice did Let an Escape (as the book termeth it) which shee taking to be done in her contempt, etc.

(Hide quotations)

**c.** An outlet for a liquid; *esp.* a sluice or gate for the outlet of surplus water in a canal. Also *attrib.*, as **escape drain**, **escape head**, **escape water**.

Thesaurus »

- 1889 W. WILLCOCKS *Egyptian Irrig.* ii. 80 The Ibrahimia Canal regulator lock works except when silt deposit interferes. The escape headlock does not work.
- 1891 *Daily News* 31 Oct. 6/4 The Koshesha Escape, or Barrage... The escape is constructed to discharge 2,000 million cubic metres in twenty days in good Nile years.
- 1893 *Pall Mall Gaz.* 30 Jan. 3/1 The revolution of these caps whips the skim-milk through a broad escape.
- 1907 W. G. BLIGH *Irrig. Wks.* x. 274 In places on a canal where an Escape or a Branch takes off, a regulating bridge across both works is generally necessary.
- 1907 W. G. BLIGH *Irrig. Wks.* x. 280 An Escape Head should, if practicable, be combined with a fall.
- 1911 W. WILLCOCKS *Irrig. Mesopotamia* 27 Every canal system needs its escapes.
- 1913 W. WILLCOCKS & J. I. CRAIG *Egyptian Irrig.* (ed. 3) II. viii. 465 The escape waters of the canals and larger water-courses should be allowed to enter the escape-drain by means of regulators at the tails of the canals.

(Hide quotations)

**†5.** An involuntary outburst of feeling; a sally of wit. *Obs.*

Thesaurus »

- 1616 SHAKESPEARE *Measure for Measure* (1623) IV. i. 61 Thousand escapes of wit Make thee the father of their idle dreame, And racke thee in their fancies.
- 1670 C. COTTON tr. G. Girard *Hist. Life Duke of Espernon* III. XII. 623 Excusing himself for that little escape of his resentment.
- 1796 E. BURKE *Lett. Peace Regic. France in Wks.* (1842) II. 314 Their views were only discovered now and then, in heat and as by escapes, but on this occasion they exploded suddenly.

(Hide quotations)

**†6.**

**a.** An inadvertence, blunder, mistake; *esp.* a clerical or printer's error. *Obs.*

Thesaurus »  
Categories »

- 1570 J. FOXE *Actes & Monumentes* (rev. ed.) II. 1399/2 The booke it self sheweth the

escape, and biddeth in stede of 4. to read 3. burned.

- 1590 H. SWINBURNE *Briefe Treat. Test. & Willes Epil.*, There be sundrie escapes in the print.
- 1642 BP. J. TAYLOR *Of Sacred Order Episcopacy* To Rdr., The Printer thinkes it the best instance of pardon if his Escapes be not laid upon the Author.
- 1653 R. FILMER *Patriarcha* (1680) ii. §1 This negligence, or wilful escape of Lambine, in not translating a word.
- 1721 R. WODROW *Corr.* (1843) II. 613 There are several other variations between the 8vo and the quartos; but they seem literal escapes.
- 1786 W. COWPER *Wks.* (1837) XV. 187 Some escapes will happen in so long a work.
- 1803 S. PEGGE *Anecd. Eng. Lang.* (1844) 134 Many grammatical escapes and errors.
- 1844 DARWIN in *Life & Lett.* (1887) II. 30 Now you may quiz me for so foolish an escape of mouth.

(Hide quotations)

†b. An unstudied or artless performance.

Thesaurus »  
Categories »

- 1668 DRYDEN *Sr Martin Mar-all* III. 27, I am wholly ignorant of Painting, Musick, and Poetry; Only some rude escapes.

(Hide quotations)

†7. An inconsiderate transgression; a peccadillo, venial error.

Thesaurus »  
Categories »

(In Shakespeare with different notion: an outrageous transgression.) Applied *esp.* to breaches of chastity. *Obs.*

- 1576 J. WOOLTON *Christian Man.* sig. G.i, Yet God, such is his goodnesse, wynketh (as it were) at suche escapes.
- 1594 SHAKESPEARE *Titus Andronicus* IV. ii. 112 Rome will despise her for this foul escape .
- 1596 T. LODGE *Margarite of Amer.* sig. D3<sup>v</sup>, The escapes of Iupiter, the wanton delights of Venus, and the amorous deceits of Cupid.
- 1611 R. COTGRAVE *Dict. French & Eng. Tongues* Peccadille, an escape, little sinne, small fault, venial offence.
- 1614 G. WITHER *Sat. to King in Iuuenilia* (1633) 339 If her escapes I had not chanced to tell.
- 1678 R. BARCLAY *Apol. True Christian Divinity* 468 O! how will they insult, and make more noise of the escape of one Quaker, than of an hundred among themselves.

(Hide quotations)

COMPOUNDS

**escape clause** *n.* a clause in a formal or legal document that specifies the conditions under which a contracting party is free from obligations.

Thesaurus »  
Categories »

- 1945 *Time* 5 Nov. 29 These prohibitive terms were eased a bit..by an escape clause under which interest could be postponed in years when Britain had an unfavorable balance of trade.
- 1948 *Ann. Reg.* 1947 72 There were so many necessary 'escape clauses' that the importance of a permanent organisation to supervise the working of them was apparent.
- 1966 M. R. D. FOOT *SOE in France* xi. 363 He was given a long list of instructions to carry out in France, but a pair of escape clauses let him omit any that were inconvenient.
- 1971 *Where* Sept. 279/1 Pretty well all universities and colleges have some escape clause in their entrance regulations by which they can avoid having to turn away somebody they wish to admit merely because of a lack of formal qualifications.

(Hide quotations)

**escape-cock** *n.* (see quot.).

- 1884 F. J. BRITTEN *Watch & Clockmakers' Handbk.* (new ed.) 62 Escape cock is the bracket that supports the upper end of the escape wheel and pallet staff arbors.

(Hide quotations)

**escape committee** *n.* a group of prisoners that plans and co-ordinates escapes from a prisoner-of-war camp, prison, etc.

Thesaurus »

- [1946 P. BRICKHILL & C. NORTON *Escape to Danger* xxvii. 238 An escape assistance committee was set up in the first few days at North Compound.]
- 1952 M. GILBERT *Death in Captivity* ii. 32 Colonel Baird was head of the Escape Committee.
- 1974 *Times* 21 Jan. 12/3 The Provisionals long ago set up an escape committee with a representative in each detainee's compound.

(Hide quotations)

**escape hatch** *n.* an emergency exit in a ship, submarine, or aircraft; also *fig.*

Thesaurus »

- 1925 *Sci. Amer.* Dec. 373 The submarine..carried four torpedo tubes at the forward end of the torpedo room, which was provided with an escape hatch.
- 1940 *Flight* 17 Oct. 332/1 He could have followed the rear gunner through the bottom escape hatch

escape hatch.

- 1948 R. DE KERCHOVE *Internat. Maritime Dict.* 244/1 *Escape hatch*, 1. A small hatch...in a 'tween-deck or weather deck for the safe exit of men engaged in trimming or stowing coal or grain.
- 1955 *Sci. News Let.* 6 Aug. 86/1 The continuous reconnaissance of people and traffic, preferably from the air for maximum scanning of 'escape hatches'.
- 1962 W. NOWOTNY *Lang. Poets Use* iv. 84 These crucial words...may serve as escape-hatches from conceptual terms.

(Hide quotations)

**escape-pinion** *n.* the pinion on the escape-wheel arbor.

- 1881 F. J. BRITTEN *Watch & Clockmakers' Handbk.* (ed. 4) 150 When the verge has an escape pinion of 6, use an escape pinion of 8.

(Hide quotations)

**escape-pipe** *n.* the pipe through which steam passes from an escape-valve.

- 1817 S. T. COLERIDGE *Blessed are ye that Sow* 100 Superfluous steam ejected by the Escape Pipes...of a self-regulating Machine.
- 1878 T. H. HUXLEY *Physiogr.* (ed. 2) 39 The dense clouds of steam which roll forth from...the escape-pipe of a steam-engine.

(Hide quotations)

**escape rocket** *n.* (see *quots.*).

- 1951 *Flight* 3 Aug. 141/2 The propellant thus assembled, being stored at a high fraction of escape velocity, will represent a substantial energy potential and its transfer into a single 'escape rocket' will mean that this vehicle supports itself only from the time it leaves the terminal orbit.
- 1963 M. CAIDIN *Man-in-space Dict.* 76/2 *Escape rocket*, a rocket used in a system to ensure the escape of an astronaut from a booster in the event of malfunctioning.

(Hide quotations)

**escape-shaft** *n.* a shaft provided for the escape of miners in case of the ordinary shaft becoming blocked.

- 1889 *Pall Mall Gaz.* 22 Apr. 3/1 A cube shaft fulfils the requirements of the Act as an escape shaft.

(Hide quotations)

**escape-valve** *n.* a valve fitted to the boiler, cylinder, or other part of a steam-engine, to provide for the exit of steam or water when necessary.

Categories »

- 1850 H. B. STOWE *Uncle Tom's Cabin* xxiii, Fasten down the escape-valve, and sit on it, and see where you'll land.

(Hide quotations)

**escape velocity** *n.* (of space vehicles etc.), a speed sufficient to overcome the gravitational force of a planet.

Thesaurus »  
Categories »

- 1934 *Space* (Cleveland) I. IV. 1 The equation for escape velocity is derived from the equation for the orbital velocity of a particle about a mass.
- 1945 H. S. ZIM *Rockets & Jets* 207 Calculations based on the law of falling bodies indicate that a speed of about seven miles per second or 25,000 per hour is essential before 'escape velocity' is attained.
- 1954 *N.Y. Times* 4 Apr. E9/7 The escape velocity from the earth is 25,000 miles an hour, yet astronauts talk glibly of achieving it, though they are fully aware of the heat that will be generated.
- 1959 *Listener* 22 Jan. 161/1 The Moon has a diameter of only 2,160 miles, and an escape velocity of one and a half miles per second.

(Hide quotations)

**escape speed** *n.*

- 1951 *Tuscaloosa News* 16 Oct. 4/6 The problem of reaching the moon is basically that of getting rockets to fly fast enough to attain an 'escape' speed—an escape speed being about 23,000 miles an hour—sufficient to escape from the pull of the earth's gravity.

(Hide quotations)

**escape-warrant** *n.* a process addressed to all sheriffs, etc. throughout England, to retake an escaped prisoner, even on a Sunday, and commit him to proper custody (Wharton).

- 1751 T. SMOLLETT *Peregrine Pickle* IV. cv. 165, I kept snug, and laughed at his escape-warrant.

(Hide quotations)

**escape-wheel** *n.* the wheel that forms part of the escapement in a watch, called also *escapement-wheel*.

- 1881 F. J. BRITTEN *Watch & Clockmakers' Handbk.* (ed. 4) 48 The escape wheel is of hard hammered brass.

(Hide quotations)

## DRAFT ADDITIONS 1997

**escape sequence** *n.* Computing an escape code consisting of a sequence of characters.

Thesaurus »  
Categories »

- 1975 *Code Extension Techniques 7-Bit Coded Character Set* (Amer. Nat. Stand. Inst.) 11/2 Escape sequences provide single or sets of control functions other than for transmission control. Escape sequences are also used to designate sets of graphics, different uses of some or all of the 7-bit code combinations, and coded character sets.
- 1982 *Byte* Apr. 298/2 Searching for a metacharacter itself requires using an 'escape sequence' (pressing a series of keys to escape from one mode of operation to another), a concept beginners find hard to grasp.

(Hide quotations)

## DRAFT ADDITIONS 1993

**escape character** *n.* Computing an escape code in the form of a single character used to indicate that subsequent characters should be interpreted differently (esp. as belonging to a different fount), and subsequently to signal a transfer of control between different parts of a program.

Thesaurus »  
Categories »

- 1962 *Gloss. Terms Automatic Data Processing* (B.S.I.) 15 *Escape character*, a character used to indicate that the digit which follows is to be interpreted as belonging to a different alphabet.
- 1966 *IFIP-ICC Vocab. Information Processing* (1968) 35 *Escape character*, a control character the occurrence of which in a time sequence of characters serves to assign...new graphics and meanings to the coded representations.
- 1989 H. ALSHAWI et al. in B. Boguraev & T. Briscoe *Computational Lexicogr.* (new ed.) ii. 49 The character '!' is an escape character, preceding symbols with special meaning to Lisp.

(Hide quotations)

## DRAFT ADDITIONS 1993

**escape code** *n.* *Computing* = *shift code n.* at *SHIFT n.*

[Thesaurus »](#)  
[Categories »](#)

Compounds 2.

- 1969 *MARC Manuals used by Libr. of Congress* (Libr. Congr. Information Syst. Office)  
18 *Escape code.*
- 1970 *Computers & Humanities* 4 247 With the new version of the United States of America Standard for Communication Information Interchange..., it is possible to have extended character sets, triggered by escape codes in the main set of characters.
- 1986 *Your Computer* Oct. 33/2 The escape code..by itself..does nothing but it causes the code following it to be treated as a control code, even if it is normally a character code.

[\(Hide quotations\)](#)

## DRAFT ADDITIONS 1993

**escape key** *n.* *Computing* a key on some computer keyboards which when pressed causes an escape character to be transmitted.

[Thesaurus »](#)  
[Categories »](#)

- 1982 F. J. GALLAND *Dict. Computing* 91/1 *Escape key*, (1) a key used to change a terminal (keyboard) function. (2) A code shift key.
- 1984 S. CURRAN *Word Processing for Beginners* iii. 32 Sometimes Escape keys are also used as general control keys, to provide alternate key functions.
- 1990 *Amiga Computing* Dec. 100/3 Pressing the Escape key quits the game and takes you back to the options screen.

[\(Hide quotations\)](#)

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# game, n.

Text size: [A](#) [A](#)

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Quotations: [Show all](#) | [Hide all](#) Keywords: [On](#) | [Off](#)

**Pronunciation:** Brit.  /geɪm/, U.S.  /geɪm/

**Forms:** ... [\(Show More\)](#)

**Frequency (in current use):** ..... [\(Show More\)](#)

**Origin:** A word inherited from Germanic.

**Etymology:** Cognate with Middle Dutch (rare) *game* prank, mockery, Old Saxon *gaman*... [\(Show More\)](#)

## I. Amusement generally.

1. Amusement, sport, fun; pleasure, enjoyment. In later use only with modifying adjective, as **great (good, etc.) game**. Also in fixed collocation with certain other nouns: see [Phrases](#)

15. Now *rare* (chiefly *Eng. regional (north.)* and *Irish English* in later use).

[Thesaurus »](#)  
[Categories »](#)

eOE *Metres of Boethius* (partly from transcript of damaged MS) (2009) ix. 9 He het him to gamene geara forbærnan Romana burig.

OE *ÆLFRIÐ Homily: De Falsis Diis* (Corpus Cambr. 178) in J. C. Pope *Homilies of Ælfric* (1968) II. 706 Par wearð þa micel gamen þæt feala musa scutan of þære anlicnyssse, þa hire ofe [*read of*] wæs þæt heafod.

c1275 (•?a1200) *LA3AMON Brut* (Calig.) (1963) l. 1521 Mid gomene [c1300 *Otho game*] & mid lehtre.

a1325 (•c1250) *Gen. & Exod.* (1968) l. 2015 One and stille ðogt hire gamen Wið ioseph speken and plaigen samen.

a1400 (•a1325) *Cursor Mundi* (Vesp.) l. 12554 Quen þis meigne was gadird same[n], þam wanted ai þeir gasteli gamen, Til þat iewas was cummen in place.

a1450 *York Plays* 298 We schall haue goode game with þis boy.

?c1500 *Wisdom* (Digby) l. 605 To be false, men reportith it game.

1529 T. MORE *Dyaloge Dyuers Maters* IV. vii. f. cv<sup>v</sup>/1, [They] fyrste rebelled agaynst an abbot, & after agaynst a byshop, wherwyth the temporall lordys had good game and porte.

1598 SHAKESPEARE *Love's Labour's Lost* V. ii. 360 We haue had pastimes here and pleasant game.

1619 T. GATAKER *Spirituell Watch* 45 A man may surfet of, and bee drunke with

This entry has been updated (OED Third Edition, March 2013).

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## In this entry:

at game  
back (also still) in the game  
be all game, to  
be off one's game, to  
be on one's game, to  
best game, the  
be thorough  
game, to  
bird (also beast, fish, etc.) of game  
game act  
game all  
game and game  
game and glee  
game and joy  
game and play  
game and solace  
game animal  
game arcade  
game bag  
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game catcher  
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game-changer

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<a href="#">Game Boy, n.</a>	1989
<a href="#">gamecock, n.</a>	1634
<a href="#">game fish, n.</a>	1837
<a href="#">game fowl, n.</a>	1716
<a href="#">gameful, adj.</a>	c1225

prosperity, with pleasure, with game, with disport, with other the like delights.

- 1793 *Northumberland Garland* 67 You would have laugh'd had you seen the gam, The  
deil gat my marrow, but I gat the tram.
- 1832 *Carpenter's Monthly Polit. Mag.* Jan. 188 Kicking at dead lions is 'rare game' to  
cowards and bullies!
- 1850 J. P. ROBSON *Songs Bards of Tyne* 459 There's bonny gam' about wor toon.
- 1860 A. C. SWINBURNE *Queen-mother* I. iii. 21 It was good game to see Your hand that  
swung round, getting weight to throw.
- 1897 *Yorks. Weekly Post* 3 Apr. Sum on 'em thinks it rare gam to goa an' do a lot o'  
damage at Kirkstall Abbey ruins.
- 1907 J. M. SYNGE *Tinker's Wedding* I. 17 I'm thinking it should be great game to hear a  
scholar, the like of you, speaking Latin to the saints above.

(Hide quotations)

## 2.

**a. gen.** An activity which provides amusement or fun; an  
amusement, a diversion, a pastime. Formerly also as a mass

Thesaurus »  
Categories »

**noun:** †play, diversion (*obs.*). Cf. *PLAYGAME* *n.*

In quot. OE rendering Latin *scenico ludorum ioco* 'in the pantomime of games',  
referring to a playful re-enactment of baptism by children.

- OE *Gifts of Men* 82 Sum bið swiðsnel, hafað searolic gomen, gleodæda gife for  
gumpegnum, leoht ond leopuwac.
- OE *Aldhelm Glosses* (Brussels 1650) in L. Goossens *Old Eng. Glosses of MS Brussels*,  
*Royal Libr. 1650* (1974) 330 *Scenico ludorum ioco gestum*: pleglicum,  
*stupendo*..gamena gamene plegan.
- OE *WULFSTAN Canons of Edgar* (Corpus Cambr.) (1972) xviii. 6 We lærað þæt man  
geswice freolsdagum hæpenra leoða and deofles gamena.
- ?c1225 (\*?a1200) *Ancrene Riwe* (Cleo. C.vi) (19/2) 159 Pis is alpe canges blisse & þe  
feont bi hald þis gomen & lachæð þet he to bersted.
- c1275 (\*?a1200) *LA3AMON Brut* (Calig.) (1963) l. 3496 Æuer wes þe king glad, & æwere  
he gomen [c1300 *Otho game*] luueden.
- c1390 (\*a1376) *LANGLAND Piers Plowman* (Vernon) (1867) A. XI. 37 Lecherie and  
losengrie..beop gamus nou A dayes.
- a1400 (\*a1325) *Cursor Mundi* (Vesp.) l. 25501 Ken us lauereð..Of vr sinnes son to  
rise..And leue vr gamens grill.
- ?c1450 *Life St. Cuthbert* (1891) l. 1047 He suld noght childres gammys su.
- ?a1475 *Ludus Coventriae* 16 (*MED*), Of holy wrytte þis game xal bene, and of no fablys  
be no way.
- a1500 (\*c1340) *R. ROLLE Psalter* (Univ. Oxf. 64) (1884) xvi. §12. 57 As foles þat gedirs  
til a somere gamen.
- c1550 *Complaynt Scotl.* (1979) Prol. 13 To pas til hounting, ande til vthir gammis,  
conuenient for ther nobillite.

game changer  
game-changing  
game chick  
game chicken  
game chip  
game console  
game country  
gamecraft  
game dealer  
game debt  
game-designer  
game-destroying  
game-developer  
game dog  
game drive  
game egg  
game engine  
game face  
game farm  
game-filled  
game finder  
game-finding  
game-forcing  
game franchise  
game goblin  
game-goer  
game-going  
game hen  
game hole  
game house  
game hunter  
game hunting  
game industry  
game is over, the  
game is up, the  
game land  
game larder  
game licence  
game list  
game machine  
game man  
game misconduct  
game misconduct  
penalty  
game mistress  
game of chance  
game on  
game over  
gamepad  
game park  
game path  
game pie  
game piece

- 1567 in J. Cranstoun *Satirical Poems Reformation* (1891) I. iii. 40 Not hir fyrst spous..In portratour and game mycht be his peir.
- 1609 T. DEKKER *Lanthorne & Candle-light* (ed. 2) iv. sig. F2, Hvnting and Hawking are of kin... Both of them are noble Games, and Recreations.
- 1660 BP. J. TAYLOR *Ductor Dubitantiur* II. IV. i. ii. §30 Johannes Sarisburiensis allows of every game;..if it can ease our griefs.
- 1685 R. BAXTER *Paraphr. New Test.* Matt. xi. 16–17 The unbelievers of this generation, do as children in their games, complain of one another..you are cross to us whatever game we play.
- 1758 in R. Dodsley *Coll. Poems Several Hands* VI. 149 Tricks and pranks and sports and games Such as youthful Fancy frames.
- 1783 G. CRABBE *Village* I. 22 The village children now their games suspend, To see the bier that bears their antient friend.
- 1816 J. AUSTEN *Emma* I. iv. 52 Their moonlight walks and merry evening games .
- 1875 B. JOWETT in tr. Plato *Dialogues* (ed. 2) V. 12 The discourse of the three old men is described by themselves as an old man's game of play.
- 1884 J. SULLY *Outl. Psychol.* xii. 548 In their games children are actors, architects, and poets, and sometimes musical composers as well.
- 1906 *Mission Stud.* Aug. 245/1 His baby face grew solemn. 'We are not in church or at a meal. Praying isn't a game.'
- 1916 *St. Andrew's Cross* Nov. 54/2 Mother..was the center of our fireside life and entered into our games and romps with all the zest of good health.
- 1977 C. G. WOLFF *Feast of Words* (1978) i. 35 If there were invisible fears that pursued her, there were games and new friends to console her.
- 2007 *Gold Coast Sun* (Austral.) (Nexis) 28 Mar. 32 There was a high staff-to-student ratio, a family-style atmosphere and lots of games.

(Hide quotations)

**b. Brit. colloq.** An amusing incident; a piece of fun; a 'lark'.

Thesaurus »

Now rare.

Categories »

- 1828 *Melodist* 2 243 *She*. Not a kiss, till I'm made Mrs. Wurzel. *He*. Well, that'll soon be Then, oh dear, what a game! When round us the young Wurzel's sniggle.
- 1836 DICKENS *Pickwick Papers* (1837) xix. 229 'Here's a game,' roared the populace.
- 1887 R. N. CAREY *Esther* xvi. 167 Here we are, Esther! Come along, we are having such a game!
- 1923 C. STOCKLEY *Ponjola* iv. 93 'By Jove! I dunno when I had such a game!' 'Wasn't it priceless! Isn't he a dream?'

(Hide quotations)

**3. Jest, sport (as opposed to earnest).** Freq. as *in game*: see

Thesaurus »

Phrases 3a. Formerly also as a count noun: †a joke, a jest (*obs.*).

In quot. OE. reading classical Latin rules (chess) taken out of context.

game pit  
game place  
game port  
game pouch  
game preserve  
game preserver  
game-preserving  
game programmer  
game-proof  
game publisher  
game reserve  
game reviewer  
game-rhyme  
game room  
games all  
game sanctuary  
games arcade  
games cartridge  
games company  
games console  
games designer  
games developer  
game season  
game, set, and match  
game shooting  
game shot  
game-shy  
games industry  
games kit  
games machine  
games mad  
games master  
games mistress  
games organizer  
game soup  
games port  
games  
programmer  
games publisher  
games room  
games teacher  
game stealer  
Games, the  
game system  
game tenant  
game-time  
game-time  
decision  
game trespass  
game warden  
game winner  
game-winning

In quot. OE rendering classical Latin *sales* (plural) jokes, witticisms.

In later use coloured by other senses.

OE *Antwerp-London Gloss.* (2011) 55 *Sales*, wynsum gamen.

\*a1393 GOWER *Confessio Amantis* (Fairf.) Prol. l. 462 Bot yet betwen ernest and game  
Ful ofte it torneth other wise.

c1405 (\*c1395) CHAUCER *Clerk's Tale* (Hengwrt) (2003) l. 733 But natheles, for ernest  
ne for game He of his cruel purpos nolde stente.

1447 O. BOKENHAM *Lives of Saints* l. 9087 (MED), Here-afty, neythir in ernyst nere  
game, No mortal husbonde to me do name.

a1535 T. MORE *Dialogue of Comfort* (1553) III. sig. N.v. In sport, & in a while after halfe  
betwene game & earnest, & by our lady now, not farre from fayer flat earnest in  
dede.

1590 SPENSER *Faerie Queene* l. XII. sig. L8, They..Crowned her twixt earnest and twixt  
game.

1626 J. MEAD *Lett.* 25 Nov. in R. F. Williams *Birch's Court & Times Charles I* (1848)  
(modernized text) l. 173 What think you? for I know not. Is it a game or a verity?

1838 *Amer. Monthly Mag.* Jan. 14, I sighed, and betwixt game and earnest, said, [etc.].

1933 A. TILLE & M. M. BOZMAN tr. F. Nietzsche *Thus spake Zarathustra* 135 He that  
scaleth highest mountains laugheth at all tragedies whether of game or earnest.

2003 D. ALBRIGHT *Beckett & Aesthetics* 6 Beckett..abolishes the distinction between  
game and earnest by squashing them onto the same theatrical plane.

(Hide quotations)

#### 4.

a. Freq. with *the*. Lovemaking; amorous sport or dalliance;  
(also) an instance of this. In modern (and some earlier) use  
often specifically denoting sexual intercourse. Now *rare*.

Thesaurus »  
Categories »

[OE ÆLFRIC *Lives of Saints* (Julius) (1900) II. 392 Daria..was onsundran gehæft, and  
hi man sende þa to myltstrena huse, þam manfullan to gamenc.]

c1225 (\*c1200) *Hali Meidhad* (Bodl. 34) (1940) l. 463 Alle his fulitohchipen & his  
unhende gomenes..nomeliche i bedde ha schal..þolien ham alle.

c1275 *Lutel Soth Serm.* (Calig.) l. 78 in R. Morris *Old Eng. Misc.* (1872) 190 (MED), He  
mai quiten hire ale and soþen do þat gome.

c1325 (\*c1300) *Chron. Robert of Gloucester* (Calig.) l. 604 So longe hii dude such  
sacrefise & pleide such game þat hii adde an doȝter averne was hire name.

c1450 J. CAPGRAVE *Life St. Katherine* (Arun. 396) (1893) II. l. 1107 Counsell ȝe me suche  
game to be-gynne Whiche is not stedfast, in lowe ne in astate?

1522 *Worlde & Chylde* (de Worde) (1909) sig. A.i, I am a chylde..Goten in game and in  
grete synne.

c1540 (\*c1400) *Gest Historiale Destr. Troy* (2002) f. 25, Thretty sonnes besydes all  
other women þat he [sc. Priam] gate on his gamen.

a1601 T. NASHE *Choice of Valentines* in *Wks.* (1658) III. 405 I com for game therfore

game-winning  
give the game  
away, to  
glee and game  
great (also small,  
high, low) game  
great (good, etc.)  
game  
have (also i-do)  
(something) to  
game, to  
have on one's  
game face, to  
have the game in  
one's hands, to  
in game  
it's game on  
lady (also girl,  
etc.) of the game  
laughing game  
make (a) game of  
(also at, for), to  
make a saving  
game of it, to  
make a saving  
game of, to  
make game, to  
make one's game,  
to  
no game  
on (also upon)  
one's game  
on game  
only (also best,  
hottest, etc.)  
game in town, the  
on the game  
out of a person's  
game  
out of one's game  
out of the game  
out the game  
run (also put up,  
whip, etc.) a (also  
the) game, to  
Scotch Game  
sod (bugger, fuck,  
etc.) this for a  
game of soldiers  
theory of games  
two can play at  
that game  
upon the game  
Vienna Game  
what's your (also  
his, her, etc.)

- a1601 T. NASHE *Choise of Valentines* in *Wks.* (1958) III. 405, I com for game, therfore giue me my Jill.
- 1609 SHAKESPEARE *Troilus & Cressida* IV. vi. 64 Set them downe, For sluttish spoiles of opportunity: And daughters of the game.
- 1662 *Rump Songs* 94 How poorly this Fellow has plaid his Game!
- 1734 'C. JOHNSON' *Gen. Hist. Lives Highwaymen* 81/2 A Girl who was ripe for the Game, Look'd out for a sizeable Lad.
- 1786 *Nunnery Amusem.* 6 A soft nymph lay panting for the game.
- 1821 *Life D. Haggart* (ed. 2) 150 All you maidens, who love the game, Put on your mourning veils again.
- c1890 *My Secret Life* (1966) V. vii. 146 A feel, a kiss, and a sniff on the lovely motte and then the old game.
- 1938 G. GREENE *Brighton Rock* VI. ii. 259 What mattered was the game. The two main characters made their stately progress towards the bed sheets.
- 1964 *Mademoiselle* Sept. 164 There's a new dance, the Ska—like The Game set to music.

(Hide quotations)

**b. slang.** With *the*. Prostitution. Earliest in *lady (also girl, etc.) of the game*. In later use chiefly in *on the game*: see

Phrases 6b.

Possibly in part a development of sense 7d.

- 1651 C. WALKER *High Court of Justice* 25 He keeps a vaulting schoole for our sanctified Grandees, and their Ladyes of the Game.
- 1683 J. MORRISON tr. J. J. Struys *Perillous Voy.* III. xxix. 305 Such Jewels as we commonly call Girls of the Game, Misses, or Cracks.
- 1742 C. CIBBER *Let. to Pope* 47 To slip his little Homer, as he call'd him, at a Girl of the Game.
- 1821 SCOTT *Pirate* xxxvi, I can be a wild fellow with a willing lass of the game.
- 1926 M. WEST *Sex* II. ii, in *Three Plays* (1997) 61 She's off the game and she's off me since she met this Stanton.
- 1986 *Third Way* Oct. 12/1 Once immersed in the 'invisible' sub-culture [of prostitution], it is extremely difficult to quit 'the game'.
- 2006 C. FERGUSON *Between Bridge & River* 225 Every now and again, a hooker would refuse to indulge Saul, and once a girl...was so repulsed by him she actually left the game, took a pay cut, and got a real job as a waitress.

(Hide quotations)

**†5.** Originally: a butt or object of ridicule, a laughing stock (also with modifying words, as *laughing game*). Later more generally: something made the object of diversion or amusement. Cf. Phrases 9a, Phrases 9b, and SPORT *n.* 5b. *Obs.*

game?

In other  
dictionaries:



Oxford  
Dictionaries

game (1): view  
definition in  
Oxford  
Dictionaries (?)

game, n. in Middle  
English Dictionary

gamen in  
Dictionary of Old  
English

Thesaurus »  
Categories »

Thesaurus »

- 1562 tr. J. Jewel *Apol. Church Eng.* 1. 9 [They] did count them no better then..the of-scourings and laughing games of the whole worlde.
- 1591 SPENSER *Tearcs of Muses in Complaints* 204 Those sweete wits..Are now despizd, and made a laughing game.
- 1594 T. LODGE *Wounds Ciuill War* IV. sig. K2, Mighty men obscure each others fame, And make the best deseruers fortunes game.
- 1601 A. MUNDAY *Downfall Earle of Huntington* sig. K<sup>v</sup>, Mock on, mock on: make me your ieasting game, I doe deserue much more than this small shame.
- 1694 T. SOUTHERNE *Fatal Marriage* 11, Am I then the sport, The Game of Fortune, and her laughing Fools?
- 1701 C. POVEY *Unhappiness of Eng.* 85 You may see a Buffoon dress'd in the Habit of a Grave Divine, on purpose to be made the Game of the Play, and expos'd to the publick Contempt.
- 1770 J. COOK *Voy. & Trav. Russ. Empire* I. xxxviii. 180 It went to my heart to..see a good natured countryman made the game of a vain empty fellow.
- 1822 J. GALT *Sir Andrew Wylie* I. xxii. 192 The levity of her conduct has been so notorious as to become the game of a newspaper pasquinade.
- 1843 *Dial Oct.* 259. I dare not die In Being's deeps past ear and eye, Lest there I find the same deceiver And be the game of Fate forever.

(Hide quotations)

## II. An activity played for entertainment, according to rules, and related uses. 6.

**a.** An activity or diversion of the nature of or having the form of a contest or competition, governed by rules of play, according to which victory or success may be achieved through skill, strength, or good luck.

Originally simply a specific use of sense 2a, and sometimes not clearly distinguishable from it; in early use also chiefly restricted to indoor amusements, esp. those involving cards, dice, or playing-pieces, and to pastimes of a more or less light-hearted character. In later use sometimes distinguished from *sport* in not requiring physical exertion and skill, although in fact any rule-based competitive recreation may be referred to as a game, including activities more usually referred to as sports; cf. *SPORT* n. 4a.

In quot. OE as a partial gloss rendering Latin *ludus* 'sport', here denoting an athletic contest.

*board game, round game, etc.*: see the first element.

- OE *Aldhelm Glosses* (Royal 5 E.xi) in H. D. Meritt *Old Eng. Glosses* (1945) 2/1 [Turmas] *ludi* [*participes et laboris consortes superans*]: ga[menes].
- ?c1225 (\*?a1200) *Ancrene Riwe* (Cleo. C.vi) (1972) 236 Ich..biheold hit oðer wrestlung. oðer fol gomenes.
- 1340 *Ayenbite* (1866) 45 Kueade gemenes, ase byeþ þe gemenes of des and of tables.
- a1400 (\*a1325) *Cursor Mundi* (Vesp.) l. 28338 Til idel gammes, chess and tablis.

- c1450 (\*?a1400) *Wars Alexander* (Ashm.) (1989) l. 2399 Quat gome sall þis gammen begin apon first?
- 1515 in W. H. Stevenson *Rec. Borough Nottingham* (1885) III. 344 Caredys and odar gammys for money.
- 1523 LD. BERNERS tr. J. Froissart *Cronycles* I. clxxvi. 213 The capitayne loued well the game of the chesse.
- 1584 R. SCOT *Discouerie Witchcraft* XI. x. 198 Like vnto childrens plaie at *Primus secundus*, or the game called The philosophers table.
- 1606 P. HOLLAND in tr. Suetonius *Hist. Twelve Caesars* Annot. 18 The game of young Gentlewomen called of some Trol-Madame.
- 1659 *Shuffling, Cutting & Deal*. 3 Two Quint Minors will win the game.
- 1716 LADY M. W. MONTAGU *Let.* 14 Sept. (1965) I. 266, I could not play at a Game I had never seen before.
- 1768 G. BARETTI *Acct. Manners & Customs Italy* II. xxxi. 198 They beguile their cold and long evenings with..chess, backgammon, tric-trac, and other such games.
- 1815 *Encycl. Brit.* III. 487 *Beast*, among gamesters, a game at cards.
- 1863 'G. ELIOT' *Romola* II. xv. 179 A game in which there was an agreeable mingling of skill and chance.
- 1929 E. HEMINGWAY *Farewell to Arms* I. vi. 38 This was a game, like bridge, in which you said things instead of playing cards.
- 1965 *Sunday Gleaner* (Kingston, Jamaica) 10 Oct. 11/2 Over the years I have observed and participated in..efforts to push forward the game of table tennis in Jamaica.
- 1982 A. PRICE *Old 'Vengeful'* 237 Women's hockey is a tough game, I'm told.
- 2011 *N.Y. Times Mag.* 15 May 26/1 Table shuffleboard isn't a complicated game, but it is harder than it looks.

(Hide quotations)

**b.** With *the*. The proper method of playing; correct, fair, or reasonable play. Also *fig.*: fair or reasonable conduct; the done thing. Chiefly in negative contexts. Cf. CRICKET *n.*<sup>s</sup> 2b. See also PLAY *v.* 13e. Now *rare* (chiefly *Brit. colloq.* in later use).

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- 1625 T. MIDDLETON *Game at Chæss* Induct. sig. B2 Why? would you haue em play against themselues. That's quite against the Game.
- 1824 'RUMFORD' *Claims Classical Learning* vii. 92 A simple reader would naturally expect that one who had himself been lacerated in the thorny labyrinth, would beseech his fellow mortals to shun the treacherous maze... But this is not the game—the advice is, that we should enter cheerfully, and remain in it all our lives.
- 1843 A. HELPS *King Henry II* I. ii. 12 It's quite against the game to play at each other's legs.
- 1861 J. KEMP *Wild Dayrell* viii. 185 It was our own fault, we were too rash. It was not the game to banco the sixth time. It was sixty to one against our winning.
- 1912 F. A. STEEL *King-Errant* I. 30 It was too much! It was not fair! It was emphatically

not the game!

1928 *Cornhill Mag.* Sept. 271 Intrigue has been sold to a dealer in the Shires! Hardly the game, is it?

(Hide quotations)

c. With *the*, and usu. with capital initial. A form of charades, played between competing teams, in which players silently act out to their teammates the constituent syllables or words of a phrase or saying, the title of a book or film, etc.

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1937 *New Yorker* 18 Sept. 16/1 It's known as the Acting Game, or the Drawing Game, or the Drawing and Acting Game, but more often simply as The Game.

1962 E. ROOSEVELT *Autobiogr.* xxx. 230 We played The Game—a form of charades. Queen Elizabeth..chose the words that the rest of us were called upon to act out.

2006 D. WALLACE *Exiles in Hollywood* iv. 48 The most popular was a form of charades that they called 'The Game', in which half the group would pantomime a line of poetry or a famous quotation.

(Hide quotations)

## 7. *fig.*

### a.

(a) An activity, undertaking, scheme, state of affairs, etc., likened to a game (sense 6a) in its manner of proceeding. Also with modifying word: a specified business or occupation regarded in this way.

Often with *play*, or otherwise as part of an extended metaphor; many fixed phrasal uses of this sense are treated separately.

c1275 (\*?a1200) LA3AMON *Brut* (Calig.) (1963) l. 4679 Nu þu iherest of wuche gomen aras þer þe to-nome.

a1325 *St. Juliana* (Corpus Cambr.) l. 184 in C. D'Evelyn & A. J. Mill S. *Eng. Legendary* (1956) 68 He[o] nessel me wrappi namore; ichelle pleie oþer game.

1372 in C. Brown *Relig. Lyrics 14th Cent.* (1924) 85 (*MED*), On rode i hange for mannis sake, Þis gamen alone me must pleyȝe.

?a1400 (\*a1338) R. MANNING *Chron.* (Petyt) II. 67 How þe gamen ȝede lithe I salle ȝow seie.

\*?a1439 LYDGATE tr. *Fall of Princes* (Bodl. 263) l. l. 705 Onto Adam this was an vnkouth game, To be constreynyd from riche apparaile In bareyn erthe to sekyn his vitaile.

?c1450 *Life St. Cuthbert* (1891) l. 4672 (*MED*), Þe pepill wist noȝt of þair gamen.

c1500 (\*?a1475) *Assembly of Gods* (1896) l. 426 (*MED*), I see well howe the game gooth.

1591 (\*?a1425) *Annunciation & Nativity* (Huntington) in R. M. Lumiansky & D. Mill



- Chester Myst. Cycle* (1974) I. 107 In midstest the world by anye waye this gammon shall begine.
- 1594 M. DRAYTON *Peirs Gaueston* sig. F3, They [sc. the barons] vnderhand pursue me with disdaine, And play the game which I before had wonne.
- 1614 W. RALEIGH *Hist. World* I. III. viii. §6. 98 The grautie..vsually found in the Lacedæmonians, hindred them..from playing their game handsomely against so nimble a wit.
- 1670 C. COTTON tr. G. Girard *Hist. Life Duke of Espernon* III. IX. 470 Perhaps in his life he never had so hard a Game to play.
- 1719 D. DEFOE *Farther Adventures Robinson Crusoe* 107 The Savages would go..thither..to play the old Game over again.
- 1795 W. WINDHAM *Speeches Parl.* 27 May (1812) I. 279 He was playing a deep game.
- 1827 B. DISRAELI *Vivian Grey* III. V. xiii. 262 Now gentlemen, I have another game to play.
- 1838 W. H. PRESCOTT *Hist. Reign Ferdinand & Isabella* II. I. xviii. 171 While this game of diplomacy was going on.
- 1888 A. JESSOPP *Coming of Friars* ii. 108 He had a very difficult game to play during the eleven years he was Bishop.
- 1917 'CONTACT' *Airman's Outings* p. xxiv, Nothing seems to panic the Boche more than a sudden swoop of a low-flying aeroplane, generous of bullets, as those of us who have tried this game have noticed.
- 1978 A. A. MAZURI *Polit. Values & Educ. Class Afr.* xiii. 240 Some African governments have been groping for new definitions of academic functions, new principles of academic purpose, new rules of the academic game.
- 1984 R. M. PYLE *Audubon Soc. Handbk. for Butterfly Watchers* ix. 108 There is pleasure in the simple making of a list... The birders are way ahead at this game.
- 2002 S. PENNY *Beneficiaries* 168 'Well,' says Preston, 'fancy you being in the estate agency game.'
- 2006 A. ROBBINS *Overachievers* i. 3 Applying early to that kind of a reach school..was not a strategic move to make in the game of college applications.

(Hide quotations)

(b) In predicative use with *the*: the matter at hand; the relevant activity, consideration, etc. Sometimes more generally: the state of things; the way things are. Cf. *the name of the game* at NAME *n.* and *adj.* Phrases 17.

- 1812 J. N. BARKER *Marmion* IV. vii. 77 When mischief is the game, that fraudulent sex Outruns us still.
- 1827 T. FURLONG *Doom of Derenzie* (1829) II. 46 War was the game, and wide and far 'Twas war, and nothing but wasting war.
- 1886 *Oxf. Mag.* 8 Dec. 427/1 If dress coats is the game And pow-wow in the Parks, I'm nuts on the Rabbi Ben Ezra.
- 1903 *National Mag.* May 249 The exploitation of the universe is the game, and nature

1595 E. HOBY tr. L.-V. de La Popelinière *Hist. France* I. 44 The Emperour sought to hide his game, vntill his forces might be in readines.

1974 B. L. COOMBES *Home on Hill* in B. Jones & C. Williams *With Dust still in his Throat* (1999) ii. 35 Helen sniffed and noticed the pipe and tobacco... She sniffed and said: 'Oh, that's the game, is it?'

2003 *CIO* 15 Oct. 46/1 Innovation has taken a backseat now that survival is the game.

(Hide quotations)

**b.** A policy or plan of action adopted by a person. Also: the course best suited to one's interests. Chiefly with possessive adjective. In later use freq. with *little* (usu. used dismissively).

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1595 E. HOBY tr. L.-V. de La Popelinière *Hist. France* I. 44 The Emperour sought to hide his game, vntill his forces might be in readines.

1643 W. BURTON tr. J. H. Alsted *Beloved City* 30 Being thus set at liberty, he [sc. Satan] shall not rest so, but shall return to his old game.

1680 W. TEMPLE *Surv. Constit. of Empire* in *Miscellanea* 39 Which seems to be the present Game of that Crown.

1728 C. CIBBER *Vanbrugh's Provok'd Husband* II. i. 20 And now pray let's see your Game.

1808 SIR J. MOORE *Let. to Castlereagh* 28 Dec. in J. Moore *Narr. Campaign* (1809) 301 In the present state of things, it [sc. a battle] is more Buonaparte's game than mine.

1857 C. READE *Course True Love* 21 Mrs. Trimmer's game was not to see her.

1887 G. R. SIMS *Mary Jane's Mem.* 300 Missus saw what her game was.

1926 A. L. ROWSE *Diary* 3 Nov. (2003) 25 They did not elect Ayerst after all. So Woodward's little game, whatever its motive, succeeded.

1952 C. MACKENZIE *Rival Monster* vii. 90 This sneaking hotel business is just the way the Campbell would go to work. However, I'll stop their little game.

1973 E. CALDWELL *Annette* (1974) IV. iii. 100 Whatever his game is, it's a little bit more than just driving around town at night and looking at the sights.

2004 J. JAMESON & N. STRAUSS *How to make Love like Porn Star* II. iv. 111 She rifled through her videos, and put one in. It was a porno... Her game was tight and clearly well-rehearsed.

(Hide quotations)

**c.** In pl. Tricks, wiles, schemes, manoeuvres.

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1660 *Exact Accompt Trial Regicides* f. 49<sup>v</sup>, His Hand is in at all Games.

1837 G. W. M. REYNOLDS *Grace Darling* 106 'Mercury is on the cusp of the ascendant,' replied the astrologer. 'Cusp of the devil!' exclaimed Ben. 'Don't be up to your old games agin.'

1897 *Daily News* 24 Apr. 2/1 But none of your games with Mary Roxbury. She knows her rights.

- 1965 G. JONES *Island of Apples* II. iii. 92 Perhaps he was up to his games again, pretending not to know us when he'd been spying on us all the time.
- 1970 J. DIDION *Play it as it Lays* (1971) lxvi. 174 No games, Maria, O.K.?
- 2003 F. RIVERS *And Shofar Blew* 429 She tried her games with me while I was building the house in Quail Hollow. I knew what she was up to the minute I saw her in your office.

(Hide quotations)

†**d. Criminals' slang.** With *the*. Illicit or criminal activity; (sometimes) *spec.* stealing, burglary. *Obs.*

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Earliest in *upon the (old) game*; see Phrases 6a.

- [1728 J. DALTON *Narr. Street Robberies* 14 They went..upon the old Game of Haul-Cly.]
- 1739 *Ordinary of Newgate, his Acct.* 21 Dec. 14/1, I, and others went out again upon the Old Game, till I was taken up for Clacking the Doctor.
- 1811 *Lexicon Balatronicum* sig. G2, *Game*, any mode of robbing.
- 1879 *Macmillan's Mag.* Oct. 500/2, I palled in with some older hands at the game, who used to take me a parlour-jumping (robbing rooms).

(Hide quotations)

## 8. a.

(a) (*a*) A complete period of play in a particular game (sense 6a), usually ending in a definite result; (*b*) (in some types of game) each of two or more such periods of play, the results of which contribute to the overall result or score (*c*) (more widely) a spell or session of playing a particular game (freq. with *of*, or (now less commonly) *at*).

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Where *game* denotes a constituent portion of play, several of such games together may be known as a *match* (see MATCH *n.* 6b), a *rubber* (see RUBBER *n.* 1), or (in tennis) a *set* (see SET *n.* 26a).

- c1275 (þ? a1216) *Owl & Nightingale* (Calig.) l. 1666 Riȝt swa megred þe manne aschame þat taueleþ & forleost þat gome.
- 1340 *Ayenbite* (1866) 34 Þise byeþ xvij poyns þet þe dyeuel þraup... Hit ne is no wonder þaȝ he lyese þet geme.
- c1460 (þ? c1400) *Tale of Beryn* (1887) l. 1749 Atte fourth game..Pe Burgeyse was I-matid.
- 1532 *Privy Purse Expenses Hen. VIII* (1827) 186 Item...paied to Rogers for xv games the whiche the kinges grace loste to him at tenes at xls. a game, xxx li.
- a1533 J. FRITH *Against Rastel* (?1537) sig. A.v, An vngracious poste stondeth in the waye & maketh the ball to rebounde backe agayne ouer the corde & loseth the game.
- 1574 J. BARET *Aluearie* D 570 The lyfe of a man is lyke a game at the dice.

- 1608 *Great Frost* sig. D, Then had they other games of nineholes and Pidgeon-holes in greate numbers.
- 1658 R. BAXTER *Crucifying of World* Pref. sig. d<sup>v</sup>, How many be there that..cast away more at one game at Dice, or at a Cock-fight, or an Horse-race, then would keep a poor Schollar at the University.
- 1712 S. SEWALL *Let.* 12 Mar. in *Let.-bk.* (1886) I. 417 You us'd to Huff him, and humble him at a game of Checkers.
- 1739 T. C. PAGET *Dialogue in Hudibrasticks* 8 Like Mobsters in a frosty Day, When they a Game at Foot-Ball play.
- 1758 S. CLARK *Laws of Chance* 156 Let us suppose he gets the first game, then it is evident that if he wins the set afterwards, it must be at the end of either the second, fifth, eighth, &c. games.
- 1839 DICKENS *Nicholas Nickleby* i. 1 Thus two people who cannot afford to play cards for money, sometimes sit down to a quiet game for love.
- 1862 G. F. PARDON *Whist* 20 A Rubber is two games won out of three.
- 1880 *Sheffield & Rotherham Independent* 12 Jan. 4/5 The first match of the present season between the above clubs was played on the Forest Ground... The Foresters played their cup team..., and they won the game by four goals to none.
- 1890 J. M. HEATHCOTE et al. *Tennis* 105 The scoring of the game was as follows: 6 games to 3, 6 games to 5, 5 games to 6, 6 games to 5.
- 1908 R. MELLORS *In & About Notts.* lxxxi. 440 It is said that the captains of the English navy were enjoying a game at bowls when the Spanish Armada hove in sight.
- 1948 *Life* 6 Sept. 21/2 (*caption*) Boston came back to win the game, 8 to 4.
- 1960 C. DAY LEWIS *Buried Day* ii. 45 My father was talking with some acquaintances in the club house after a game of golf.
- 1999 G. COX *Dict. Sport* ii. 107/1 The winning player or team is the first to win two games of 21 points each.
- 2006 K. C. HEISLER *Fighting Irish* 54 He also recovered a fumble late in the game to preserve the 7-2 Notre Dame win.

(Hide quotations)

(b) *fig.* and in figurative contexts.

- 1594 *True Trag. Richard III* sig. C4, My Lord, lay down a cooling card, this game is gone too far, You haue him fast, now cut him off.
- 1608 BP. T. MORTON *Preamble Incounter* 124 So vnluckie hath hee beene (to vse his owne Simile) in a lost game to see the last man borne.
- 1779 *Remembrancer* 7 61/2 France seems to have reduced Britain to a state of consideration, whether she must give up the game as too desperate to be recovered.
- 1826 B. DISRAELI *Vivian Grey* II. IV. vii. 233 At your age, life cannot be the lost game you think it.
- 1895 *United Service Mag.* July 429 He [*sc.* Arabi] gave up the game and began..to withdraw his reserves.
- 1908 K. MCGAFFEY *Sorrows of Show Girl* 109 Is it considered au fait for a bride-about-

- 1900 R. MCCAFFEY *Sonrows of Snow* 109 Is it considered an art for a blue-about-to-be to do a little plugging for wedding presents this early in the game?
- 1952 *Life* 4 Aug. 22/2 You came into the field late in the game—our fellows have good faith commitments to other candidates.
- 1971 in D. Foster *Self Portraits* (1991) 118 This..was fraught with a great deal of uncertainty; in fact it was a hopeless game, and on Friday the 13th we were duly bombed and sunk.
- 2005 *N.Y. Times* (National ed.) 23 June C6/3 He knew it was too early in the game to attract venture capital.

(Hide quotations)

(c) orig. *Chess*. With preceding modifying word, denoting a less clearly defined portion of a game. *end game*: see END *n*. Compounds 2. *middle game*: see MIDDLE *adj.* and *n*. Special uses 1.

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## b. With modifying adjective.

(a) Indicating the extent to which something depends on the outcome of the game, or the magnitude of the stakes played for, as †*great (also small, high, low) game*. Freq. *fig.* and in figurative contexts.

- ?1523 J. FITZHERBERT *Bk. Husbandry* f. liii<sup>v</sup> A poore man..woll play as great game..as gentylmen were wont to do.
- ?1643 J. VICARS *God on Mount* 179 The Divell, who..is willing to play at small games, rather than sit out and bee idle.
- 1673 H. HICKMAN *Hist. Quinq-articularis* 483 In all the third Part, our Historian is put to horrible shifts, and plaies a very low game indeed.
- 1775 J. MACPHERSON *Orig. Papers* II. 509 To sacrifice all his fortune, and expose himself to the resentment of France, of the Pretender, and of the Queen's ministry, was playing a very high game.
- 1828 SCOTT *Fair Maid of Perth* i, in *Chron. Canongate* 2nd Ser. II. 13 You are playing a high game, look you play it fairly.
- 1894 M. CREIGHTON *Hist. Papacy* V. 254 He [sc. Clement VII] had cast his little stake on the board where two gamesters were playing a high game.
- 1920 G. DILNOT *Suspected* xiv. 121 Eston never played a small game, save on those exceptional cases, when it was a question of bread and butter... It was a big stake here.
- 1999 R. SHANNON *Gladstone* II. ii. 52 The point..was that Victoria was perfectly prepared to play a high game.

(Hide quotations)

(b) Indicating the standard of play of which a person is

(b) Indicating the standard of play of which a person is capable. Cf. sense 8j.

- 1750 *Midwife* 1 199, I dare say Mr. \*\*\* plays a good Game at Cribbage.  
 1829 *Niles' Weekly Reg.* 22 Aug. 412/1 They play a good game of draughts, in which they beat one of the passengers constantly.  
 1847 *N.Y. Illustr. Mag. Ann.* 2 400/2 Frank..was so inadvertent as to boast that he could play a better game of billiards than any other man in New York.  
 1885 *Harper's Mag.* Mar. 628/1, I play a wretched game.  
 1909 *Nation* 2 Dec. 537/1 If he has facilities for shooting, or plays a good game of court tennis, he will not go in for organized athletics at all.  
 1920 *Nation* (N.Y.) 24 Nov. 593/1 Normal persons who..learn a passable game of chess at fifty-five.  
 2007 B. MCNULTY *Strange Nerv. Laughter* (2009) 45 Lawn bowling at Kingfisher's Bowling Club... Beth could play a decent game; Pravesh was useless.

(Hide quotations)

c. The outcome or result of a contest, struggle, etc. Chiefly in various expressions indicating that victory is within the grasp of a particular person, esp. **to have the game in one's hands** and variants.

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- 1530 TYNDALE *Pract. Prelates* sig. F.iv<sup>r</sup>, The other shall serue their turne and bringe the game vnto their handes & no man shall knowe how it cometh aboute.  
 1639 T. FULLER *Hist. Holy Warre* III. xii. 128 Let Saladine now alone to winne, having all the game in his own hand.  
 1760 S. FOOTE *Minor* II. 52 A pretty piece of work you have made here. Thrown up the cards, with the game in your hands.  
 1849 *N. Brit. Rev.* Aug. 484 If the party on whom the duty of besieging has..been imposed, does not suddenly lose heart,..the game is with the original besieger.  
 1898 F. HUME *Madame Midas* I. ii. 26 You'll have the game in your own hands.  
 1908 *Cornhill Mag.* July 53 The game is with you, Dingan. All the cards are in your hands; you'll never get such another chance again.  
 1919 J. BUCHAN *Mr. Standfast* (1928) II. xviii. 302 He had the game in his hands, and of all our confederacy she alone remained to confront him.  
 1997 *Washington Times* (Nexis) 15 Nov. D1 If they would have come out and flat-out beat us, that wouldn't have hurt as much. You had the game in your hands, you just gave it to them.

(Hide quotations)

d. The position of a player in a particular game, esp. in respect of whether this confers an advantage over the other player or players; (sometimes) the fact of being in a good or

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advantageous position. Also *fig.*

- 1562 tr. Damiano da Odemira *Pleasant Playe of Cheasts* viii.sig. G.iii. He can not hynder thee to take hys kinges Paune, and so shall his game be in an yll order.
- 1625 T. MIDDLETON *Game at Chæss* III. sig. F3<sup>r</sup>. I could whip you vp a pawne imediatly, I know where my game stands.
- 1668 DRYDEN *Sr Martin Mar-all* IV. 37 Nothing vexes me, but that I had made my Game Cock-sure, and then to be back-gammon'd.
- 1735 J. BERTIN *Noble Game of Chess* p. vi. Never croud your game by too many men in one place.
- 1751 T. SMOLLETT *Peregrine Pickle* II. lxxiv. 287 His competitor,...chancing to improve his game by the addition of another lucky hit, diminished the concern, and revived the hopes of his adherents.
- 1774 E. BURKE *Corr.* (1844) I. 505 We may play into the adversary's hand the advantageous game which we have obtained.
- 1813 J. M. GOOD et al. *Pantologia at Backgammon*. As soon as he enters one [man], compare his game with yours; and if you find your game equal, or better, take the man if you can.
- ?1847 *People's Draughts Bk.* 14/2 This [move] should always be played before 28-24, as otherwise black obtains a strong game by 6-9.
- 1868 *Illustr. London News* 25 Aug. 187 By this advance Dr. Lange undoubles and consolidates the Pawns on the Q's side, and thus adds greatly to the strength of his game.
- 1922 E. A. SMITH *Checker Classics* 57 This and the preceding exchange are not good for the White game.
- 1952 E. LASKER *Chess Secrets* 271 Had I kept my Bishop back at QB1, and castled instead, this advance would have given me a satisfactory game.
- 2002 A. CORREA *Spy's Fate* (2005) iii. 35 Sometimes with a winning game, he made a bad move and lost.

(Hide quotations)

e. The number of points required to win (part of) a particular game. Sometimes without determiner.

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- 1674 C. COTTON *Compl. Gamester* xvii. 138 You are not to play a ten first; for if you do you shall certainly lose; for one and thirty being the Game he that first comes to it wins.
- 1799 *Scots Mag.* Apr. 231/2 They endeavour to pass this stick into the hoop, while it is in motion, if in this they succeed they gain two points and if the hoop, when it stops, simply rests upon their stick, they gain one by it; the game is three points.
- 1830 R. HARDIE *Hoyle made Familiar* 6 Ten is game.
- 1873 *Westm. Papers* 1 May 13 He [sc. Hoyle] is silent as to the number that makes game [in piquet].
- 1886 *Euchre: how to play It* iii. 40 The Lap game may be played by two, three, or four

persons, when they agree to play a series of games, so that the *lap* may be applied, which is simply counting upon the score of the ensuing game all the points made over and above the five of which the game consists.

- 1946 *Boys' Life* Sept. 40/3 You score one point for each ringer, but if you ring all three pegs during your turn, it gives you ten points. Fifty points is game.
- 1969 R. C. BELL *Board & Table Games* (ed. 2) II. vi. 112 Each trick counts one point, and the game is fifteen points.
- 2005 B. MANLEY *Tao of Bridge* xx. 178 If you double an opponent in 2♥ and he makes it, that's game.

(Hide quotations)

**f. Chess.** A particular opening or type of opening, as tending to produce positions of a specified character; a position or game (sense 8a) having such a character. Also in the names of various recognized openings, as **Scotch Game**, **Vienna Game**, etc.

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- 1735 J. BERTIN *Noble Game of Chess* p. vii, The gambet is, when he that [plays] first gives the pawn of the king's bishop, in the second move for nothing... the close-game is, when he that plays first gives no men.
- 1750 tr. G. Greco *Chess made Easy* I. 1 Close Games, in Opposition to Gambit Games.
- 1822 J. COCHRANE *Treat. Game of Chess* 156 These two pawns..not only prevent his bringing him [sic] pieces into play but also allow the White an open game.
- 1845 *Souvenir Bristol Chess Club* 59 This move produces the opening known by the name of 'The two Knights' game'.
- 1858 *Daily Cleveland (Ohio) Herald* 23 Oct. 1/3 All chess contests are divided into two classes—open games and closed games.
- 1895 *Standard* 26 Apr. 7/7 Herr von Bardeleben won the toss for the first move, and opened with the Vienna game.
- 1910 *Times* 8 Jan. 10/6 At the ninth, tenth, and eleventh moves,...Schlechter deviated from the usual development and obtained a good open game.
- 1942 E. LASKER *Chess for Fun & Chess for Blood* x. 194 P-B3 or P-K3 could lead the game into well known paths of the Queen's Pawn opening but I wanted to avoid a closed game.
- 1963 A. S. RUSSELL tr. L. Pachman *Mod. Chess Strategy* ix. 198 In the Scotch Game..Black defends himself by piece pressure on either d4..or e4.
- 2010 J. EADE *Chess Openings for Dummies* Introd. 3 When you're playing Black and you want to shake things up, you can respond to 1.e4 with something other than 1...e5 and establish a semi-open game. These openings have fewer open lines, but they still feature plenty of piece mobility.

(Hide quotations)

**g.** A group of individuals assembled to play a particular game, esp. a card game; a sufficient number of players for a

Thesaurus »  
Categories »



game, esp. a card game, a sufficient number of players for a game. Cf. SCHOOL *n.* 11b.

- 1740 S. RICHARDSON *Pamela* I. xxiii. 59 Why can't they make their Game without me.  
1851 J. H. GREEN *Twelve Days in Tombs* 165 'Agreed!' said three of the Howard party—enough to make up a five-handed game.  
1878 *All Year Round* 25 May 415/1 Mary will play Badminton with you, if you like it. Perhaps you can get hold of Miss Pountner and Grey, and make up a game.  
1915 E. H. DENISON *Little Mother of Shums* 77, L. promised to make up a poker game with two more New Haven fellows at the Savoy to-night!  
1946 *Billboard* 12 Jan. 32/3 There have been nights recently when there weren't enough customers in the spots to make up a gin rummy game.  
2008 J. W. JOSELYN in M. L. Raphael *Hist. Jews & Judaism Amer.* x. 256 The former members of a noontime card game who..had styled themselves the Hey Vov Club.

(Hide quotations)

**h.** The state of play at a particular moment in a game as regards the scores achieved by each player or team; the score.

- 1742 E. HOYLE *Short Treat. Game Whist* xi. 25 Suppose the Game to be Nine all.  
1797 *Encycl. Brit.* XVIII. 848/2 If the game is five all, and he can make two tricks in his own hand, he should make them, in order to secure the difference of two points.  
1857 *Bentley's Misc.* 41 385 The game was four to three, and the vicomte's deal.  
1870 *Wykehamist* Nov. 5/1 When time was called, the game was 4-3, the Sixteen thus winning by one goal.  
1899 *Oxf. Mag.* 22 Nov. 103/1 At half-time the game was 1-0 in favour of the Varsity.  
1987 *Baseball Digest* Nov. 84/2 The game was 4-3, and I was just thinking of getting the next guy out.  
2008 *Gaz. (Tasmania) (Nexis)* 19 Nov. 16 The game was 15-all at 14 ends, before his team snuck away to win 20-18.

(Hide quotations)

**i.** A method or style of play; a strategy. See also AFTER-GAME

*n.* 2.

- 1840 THACKERAY *Barber Cox in Comic Almanack* 16 When I came to know his game, I used to knock him all to sticks.  
1887 F. GALE *Game of Cricket* 59 We had played..together, and knew each other's game.  
1993 *Rugby World & Post* May 25/1 Canterbury have moved away from their heavy dependence on forward muscle, and play a much more fluid game.  
2001 *FourFourTwo* Sept. 94/3 He lets players play to their strengths and he doesn't want them to change their game or anything.

(Hide quotations)

**j.** A person's performance in a particular game; the normal standard of a person's play. Also in extended use. **to be on one's game**: to be playing well, to be on good form; similarly **to be off one's game**: to be out of form.

*to raise one's game*: see RAISE 1. Phrases 5.

Thesaurus »  
Categories »

- 1848 *Cork Mag.* Jan. 145, I wasn't a bad hand at a cue either—not that I'm getting old, and my sight is as sharp as a needle; but I'm thrown off my game somehow, by those new inventions.
- 1849 E. R. MARDON *Billiards* (ed. 2) 10 His nerves..incapacitated him from playing up to his game, when opposed to a player of nearly equal merit.
- 1873 J. BLACKWOOD *Lett.* 7 June in 'G. Eliot' *Lett.* (1955) V. 421, I..backed Tommy when most folk thought he was off his game!
- 1891 H. G. HUTCHINSON *Hints on Golf* 16 What am I doing wrong, Tom? I'm quite off my game.
- 1904 S. A. MUSSABINI *Mannock's Billiards* i. 23 It is wonderful how strength of nerve improves with the strength of one's game.
- 1920 *Westm. Gaz.* 16 Oct. 2/2 Their disregard of the recognized rules was accentuated by the fact that neither man was on his game.
- 1989 R. JOSEPH *Neuropsychol., Neuropsychiatry, & Behavioral Neurol.* i. 14 His golf game had deteriorated significantly and he was no longer as accurate when throwing wads of paper into the trash can in his office.
- 2005 *GQ* Sept. 244/1 Ronaldo..describes English defenders as 'strong and intimidating', but that certainly hasn't put him off his game.

(Hide quotations)

**9.** Usually (in later use always) in *pl.* and often with *the*. A public gathering or festival at which games (sense 6) are played.

**a. Roman Hist.** A public entertainment at which athletic contests and races, and later also gladiatorial fights, displays of combat, and other spectacles, were staged.

Categories »

Some Roman games were in conscious imitation of their Greek counterparts (see sense 9b), but most were staged more for spectacle, and the participants, rather than being free citizens, tended to be slaves, condemned criminals, or other individuals of low status.

- \*a1387 J. TREVISA tr. R. Higden *Polychron.* (St. John's Cambr.) (1871) III. 59 Romulus sette vp games, and prayede al þe naciouns aboute forto come and see.
- 1567 T. DRANT tr. Horace *Pistles* in tr. Horace *Arte of Poetrie* sig. Eiiij<sup>v</sup>, A farmer, thou the townish games Doste burne for.
- 1609 P. HOLLAND *Chronol.* in tr. A. Marcellinus *Rom. Hist.* sig. Ciiij<sup>v</sup>, Pupienus Maximus, and Balbinus, were at Rome, by the Prætorian souldiers killed, in the time of the Capitoline Games.
- a1616 SHAKESPEARE *Julius Caesar* (1623) I. ii. 170 The Games are done. And Cæsar is

---

**To:** Oakwon Demographics LLC ([msarney@moritthock.com](mailto:msarney@moritthock.com))  
**Subject:** U.S. TRADEMARK APPLICATION NO. 86921429 - MISSION ESCAPE GAMES - M-7943-002  
**Sent:** 6/10/2016 4:04:16 PM  
**Sent As:** ECOM103@USPTO.GOV  
**Attachments:**

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**UNITED STATES PATENT AND TRADEMARK OFFICE (USPTO)**

**IMPORTANT NOTICE REGARDING YOUR  
U.S. TRADEMARK APPLICATION**

USPTO OFFICE ACTION (OFFICIAL LETTER) HAS ISSUED  
ON **6/10/2016** FOR U.S. APPLICATION SERIAL NO. 86921429

Please follow the instructions below:

**(1) TO READ THE LETTER:** Click on this link or go to <http://tsdr.uspto.gov>, enter the U.S. application serial number, and click on "Documents."

The Office action may not be immediately viewable, to allow for necessary system updates of the application, but will be available within 24 hours of this e-mail notification.

**(2) TIMELY RESPONSE IS REQUIRED:** Please carefully review the Office action to determine (1) how to respond, and (2) the applicable response time period. Your response deadline will be calculated from **6/10/2016** (*or sooner if specified in the Office action*). For information regarding response time periods, see <http://www.uspto.gov/trademarks/process/status/responsetime.jsp>.

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\*\*\* User:srichards \*\*\*

#	Total Marks	Dead Marks	Live Viewed Docs	Live Viewed Images	Status/ Search Duration	Search
01	5614	N/A	0	0	0:01	(*m{"iy"}s{"iy"}on* or *m{"iy"}ss{"iy"}on* )[bi,ti]
02	2455	N/A	0	0	0:01	1 not dead[ld]
03	2085	N/A	0	0	0:01	2 and ("009" or "028" or "041" ) [cc]
04	764	0	764	728	0:01	2 and ("009" or "028" or "041" or a or b or "200" ) [ic]
05	6612	N/A	0	0	0:01	*s{"ck"}ap*[bi,ti]
06	2276	N/A	0	0	0:02	5 not dead[ld]
07	1736	N/A	0	0	0:02	6 and ("009" or "028" or "041" ) [cc]
08	698	0	698	635	0:01	6 and ("009" or "028" or "041" or a or b or "200" ) [ic]
09	5	0	5	5	0:01	2 and 6

Session started 6/10/2016 3:00:40 PM

Session finished 6/10/2016 3:44:21 PM

Total search duration 0 minutes 11 seconds

Session duration 43 minutes 41 seconds

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Sent to TICRS as Serial Number: 86921429

# MISSION ESCAPE GAMES



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## About

### What is an escape game?

An escape game is an hour of fun, where it's your goal to make your ultimate escape. Work with your friends or meet some new ones as you try to beat the ticking clock. You have one hour to solve the obstacles in your way to freedom!

### What is Mission Escape Games?

Mission Escape Games specializes in escape games, providing you with the perfect environment to stimulate your mind while having fun. Pit your minds against our puzzles and try to make your escape!

Up for the  
challenge?

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## Trademark/Service Mark Application, Principal Register

Serial Number: 86921429

Filing Date: 02/26/2016

The table below presents the data as entered.

Input Field	Entered
<b>SERIAL NUMBER</b>	86921429
<b>MARK INFORMATION</b>	
*MARK	<u>MISSION ESCAPE GAMES</u>
STANDARD CHARACTERS	YES
USPTO-GENERATED IMAGE	YES
LITERAL ELEMENT	MISSION ESCAPE GAMES
MARK STATEMENT	The mark consists of standard characters, without claim to any particular font, style, size, or color.
REGISTER	Principal
<b>APPLICANT INFORMATION</b>	
*OWNER OF MARK	Oakwon Demographics LLC
INTERNAL ADDRESS	Suite 305
*STREET	144-36 Melbourne Ave
*CITY	Flushing
*STATE (Required for U.S. applicants)	New York
*COUNTRY	United States
*ZIP/POSTAL CODE (Required for U.S. applicants)	11367
<b>LEGAL ENTITY INFORMATION</b>	
TYPE	limited liability company
STATE/COUNTRY WHERE LEGALLY ORGANIZED	New York
<b>GOODS AND/OR SERVICES AND BASIS INFORMATION</b>	
INTERNATIONAL CLASS	041
*IDENTIFICATION	Arranging and conducting entertainment through interactive, puzzle adventure games and challenges, namely featuring room escape, problem solving, teamwork and strategy and social entertainment events
FILING BASIS	SECTION 1(a)
FIRST USE ANYWHERE DATE	At least as early as 04/00/2014
FIRST USE IN COMMERCE DATE	At least as early as 04/00/2014
SPECIMEN FILE NAME(S)	<u>\\TICRS\EXPORT16\IMAGEOUT</u>

	16\869\214\86921429\xml1\ RFA0003.JPG
<b>SPECIMEN DESCRIPTION</b>	Screen shot of website displaying the mark
<b>ATTORNEY INFORMATION</b>	
NAME	Michael F. Sarney
ATTORNEY DOCKET NUMBER	M-7943-002
FIRM NAME	Moritt Hock & Hamroff LLP
STREET	450 Seventh Avenue
CITY	New York
STATE	New York
COUNTRY	United States
ZIP/POSTAL CODE	10123
PHONE	(212) 239-2000
FAX	(646) 688-6096
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AUTHORIZED TO COMMUNICATE VIA EMAIL	Yes
<b>CORRESPONDENCE INFORMATION</b>	
NAME	Michael F. Sarney
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*EMAIL ADDRESS	msarney@moritthock.com
*AUTHORIZED TO COMMUNICATE VIA EMAIL	Yes
<b>FEE INFORMATION</b>	
APPLICATION FILING OPTION	TEAS RF
NUMBER OF CLASSES	1
FEE PER CLASS	275
*TOTAL FEE DUE	275
*TOTAL FEE PAID	275
<b>SIGNATURE INFORMATION</b>	
SIGNATURE	/michael sarney/
SIGNATORY'S NAME	Michael Sarney
SIGNATORY'S POSITION	Attorney of record, New York bar member
DATE SIGNED	02/26/2016



1

2

## Trademark/Service Mark Application, Principal Register

Serial Number: 86921429

Filing Date: 02/26/2016

### To the Commissioner for Trademarks:

**MARK:** MISSION ESCAPE GAMES (Standard Characters, see mark)

The literal element of the mark consists of MISSION ESCAPE GAMES.

The mark consists of standard characters, without claim to any particular font, style, size, or color.

The applicant, Oakwon Demographics LLC, a limited liability company legally organized under the laws of New York, having an address of  
Suite 305  
144-36 Melbourne Ave  
Flushing, New York 11367  
United States

requests registration of the trademark/service mark identified above in the United States Patent and Trademark Office on the Principal Register established by the Act of July 5, 1946 (15 U.S.C. Section 1051 et seq.), as amended, for the following:

International Class 041: Arranging and conducting entertainment through interactive, puzzle adventure games and challenges, namely featuring room escape, problem solving, teamwork and strategy and social entertainment events

In International Class 041, the mark was first used by the applicant or the applicant's related company or licensee or predecessor in interest at least as early as 04/00/2014, and first used in commerce at least as early as 04/00/2014, and is now in use in such commerce. The applicant is submitting one(or more) specimen(s) showing the mark as used in commerce on or in connection with any item in the class of listed goods/services, consisting of a(n) Screen shot of website displaying the mark.

Specimen File1

The applicant's current Attorney Information:

Michael F. Sarney of Moritt Hock & Hamroff LLP 450 Seventh Avenue  
New York, New York 10123  
United States  
(212) 239-2000(phone)  
(646) 688-6096(fax)  
msarney@moritthock.com (authorized)

The attorney docket/reference number is M-7943-002.

The applicant's current Correspondence Information:

Michael F. Sarney  
Moritt Hock & Hamroff LLP  
450 Seventh Avenue  
New York, New York 10123  
(212) 239-2000(phone)  
(646) 688-6096(fax)  
msarney@moritthock.com (authorized)

**E-mail Authorization:** I authorize the USPTO to send e-mail correspondence concerning the application to the applicant or applicant's attorney at the e-mail address provided above. I understand that a valid e-mail address must be maintained and that the applicant or the applicant's attorney must file the relevant subsequent application-related submissions via the Trademark Electronic Application System (TEAS). Failure to do so will result in an additional processing fee of \$50 per international class of goods/services.

A fee payment in the amount of \$275 has been submitted with the application, representing payment for 1 class(es).

**Declaration**

The signatory believes that: if the applicant is filing the application under 15 U.S.C. § 1051(a), the applicant is the owner of the trademark/service mark sought to be registered; the applicant is using the mark in commerce on or in connection with the goods/services in the application; the specimen(s) shows the mark as used on or in connection with the goods/services in the application; and/or if the applicant filed an application under 15 U.S.C. § 1051(b), § 1126(d), and/or § 1126(e), the applicant is entitled to use the mark in commerce; the applicant has a bona fide intention, and is entitled, to use the mark in commerce on or in connection with the goods/services in the application. The signatory believes that to the best of the signatory's knowledge and belief, no other persons, except, if applicable, concurrent users, have the right to use the mark in commerce, either in the identical form or in such near resemblance as to be likely, when used on or in connection with the goods/services of such other persons, to cause confusion or mistake, or to deceive. The signatory being warned that willful false statements and the like are punishable by fine or imprisonment, or both, under 18 U.S.C. § 1001, and that such willful false statements and the like may jeopardize the validity of the application or any registration resulting therefrom, declares that all statements made of his/her own knowledge are true and all statements made on information and belief are believed to be true.

**Declaration Signature**

Signature: /michael sarney/ Date: 02/26/2016  
Signatory's Name: Michael Sarney  
Signatory's Position: Attorney of record, New York bar member  
RAM Sale Number: 86921429  
RAM Accounting Date: 02/29/2016

Serial Number: 86921429  
Internet Transmission Date: Fri Feb 26 15:12:27 EST 2016  
TEAS Stamp: USPTO/BAS-XXX.XX.XX.XXX-2016022615122759  
3997-86921429-55050586565a7e2f21cf5a378e  
a6ea6ebd6d578a59ec1353d93383b8a46ed027f2  
-DA-1602-20160226150125187451

# MISSION ESCAPE GAMES



## About

### What is an escape game?

An escape game is an hour of fun, where it's your goal to make your ultimate escape. Work with your friends or meet some new ones as you try to beat the ticking clock. You have one hour to solve the obstacles in your way to freedom!

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Mission Escape Games specializes in escape games, providing you with the perfect environment to stimulate your mind while having fun. Pit your minds against our puzzles and try to make your escape!

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## Part 1



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# AdventureRooms

**Word Mark** ADVENTUREROOMS**Goods and Services** IC 028. US 022 023 038 050. G & S: Toys being puzzlesIC 041. US 100 101 107. G & S: Entertainment services, namely, conducting of entertainment events, namely, competitions in the field of live **escape-the-room games**; training services in the field of natural sciences and technology; training services in the field of organizational development for personnel and teams; cultural activities, namely, organization of events for cultural purposes**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 79144935**Filing Date** February 5, 2014**Current Basis** 66A**Original Filing Basis** 66A**Published for Opposition** August 12, 2014**Registration Number** 4626885**International Registration Number** 1197818**Registration** October 28, 2014

**Date**  
**Owner** (REGISTRANT) David Palacios INDIVIDUAL SPAIN Elisabethenstrasse 10 CH-3014 Bern SWITZERLAND  
(REGISTRANT) Gabriel Palacios INDIVIDUAL SPAIN Fellerstrasse 56/G 3 CH-3027 Bern SWITZERLAND  
**Priority Date** August 21, 2013  
**Type of Mark** TRADEMARK. SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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**Word Mark** AMERICA'S ESCAPE GAME

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events; Hosting social entertainment events, namely, **escape games**, for others. FIRST USE: 20150100. FIRST USE IN COMMERCE: 20150301

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code**

- 02.01.33 - Grotesque men formed by letters, numbers, punctuation or geometric shapes; Stick figures
- 02.09.05 - Humans, including men, women and children, depicted running; Running, humans
- 04.07.03 - Geometric figures or combinations of geometric figures representing a person; Geometric figures representing a person; Geometric shapes forming a person; Person formed by geometric shapes
- 14.11.01 - Keys with heads of circular, oval or lobed shape
- 21.01.25 - Airplanes, paper; Arcade games; Banks, toy; Darts; Disc, toy flying; Jack-in-the-box; Jacks (game); Noisemakers; Paper airplanes; Pinball machines; Rocking horse; Roulette wheels; Sand boxes (toys); Sand toys; Slot machines; Video game (handheld); Video game machines; Yoyos (yo-yos)
- 26.03.02 - Ovals, plain single line; Plain single line ovals
- 26.15.03 - Incomplete polygons and polygons made of broken or dotted lines; Polygons (incomplete); Polygons made with broken lines
- 26.15.20 - Polygons inside one another
- 26.15.21 - Polygons that are completely or partially shaded

**Serial Number** 86731776

**Filing Date** August 20, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** April 5, 2016

**Registration Number** 4981807

**Registration Date** June 21, 2016

**Owner** (REGISTRANT) FAMILY FUN ENTERTAINMENT, LLC LIMITED LIABILITY COMPANY FLORIDA 8723  
INTERNATIONAL ORLANDO FLORIDA 32819

**Assignment Recorded** ASSIGNMENT RECORDED

**Attorney of Record** Grace L. Bonner

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "AMERICA'S" AND "ESCAPE GAME" APART FROM THE MARK AS SHOWN

**Description of Mark** The color(s) red, white, and blue is/are claimed as a feature of the mark. The mark consists of a red, white and blue hexagon containing a stylized white maze and white figure holding a white key, appearing to the left of the word "AMERICA'S" appearing in red with blue outlining and above the wording "ESCAPE GAME" appearing in white with blue outlining.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# ATLANTIS

**Word Mark** ATLANTIS  
**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events, namely, **escape games**, for others  
**Standard Characters Claimed**  
**Mark Drawing Code** (4) STANDARD CHARACTER MARK  
**Serial Number** 87155653  
**Filing Date** August 30, 2016  
**Current Basis** 1B  
**Original Filing Basis** 1B  
**Published for Opposition** January 24, 2017  
**Owner** (APPLICANT) Family Fun America, LLC LIMITED LIABILITY COMPANY FLORIDA 8723 International Orlando FLORIDA 32819  
**Attorney of Record** Grace L. Bonner  
**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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### Word Mark B

**Goods and Services** IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring roleplay simulation; Entertainment services, namely, arranging and conducting of competitions in the field of **escape games**; Organisation of games. FIRST USE: 20160601. FIRST USE IN COMMERCE: 20160601

**Mark Drawing** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS  
**Code**  
**Design Search Code** 26.01.04 - Circles with two breaks or divided in the middle  
**Serial Number** 87085270  
**Filing Date** June 27, 2016  
**Current Basis** 1A  
**Original Filing Basis** 1A  
**Published for Opposition** November 15, 2016  
**Registration Number** 5133497  
**Registration Date** January 31, 2017  
**Owner** (REGISTRANT) The Breakout Games LLC LIMITED LIABILITY COMPANY KENTUCKY #250 866 Malabu Dr. Lexington KENTUCKY 40502  
**Attorney of Record** William L Montague, Jr.

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of a stylized letter "B" contained within a circle.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, conducting competitions in the field of live **escape-the-room games**; training services in the field of organizational development for personnel and teams; Entertainment services, namely, organizing and conducting events featuring games and activities that involve problem solving, riddles, and puzzles; Providing specialized facilities for entertainment in the nature of live escape-the-room games. FIRST USE: 20161017. FIRST USE IN COMMERCE: 20161017

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86774478

**Filing Date** September 30, 2015

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** April 5, 2016

**Registration Number** 5110913

**Registration Date** December 27, 2016

**Owner** (REGISTRANT) BRAINXCAPE LLC LIMITED LIABILITY COMPANY DELAWARE 48 West 20th Street New York NEW YORK 10011

**Attorney of Record** Joshua M. Gerben,

**Type of** SERVICE MARK

**Mark****Register** PRINCIPAL**Live/Dead  
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# BREAKOUT

**Word Mark** BREAKOUT

**Goods and Services** IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring roleplay simulation; Entertainment services, namely, arranging and conducting of competitions in the field of **escape games**; Organisation of games. FIRST USE: 20160601. FIRST USE IN COMMERCE: 20160601

**Mark Drawing Code** (5) WORDS, LETTERS, AND/OR NUMBERS IN STYLIZED FORM

**Serial Number** 87085351

**Filing Date** June 27, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** November 15, 2016

**Registration Number** 5133507

**Registration Date** January 31, 2017

**Owner** (REGISTRANT) The Breakout Games LLC LIMITED LIABILITY COMPANY KENTUCKY #250 866 Malabu Dr. Lexington KENTUCKY 40502

**Attorney of Record** William L Montague, Jr.

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of a stylized version of the word "BREAKOUT".

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL



**Live/Dead  
Indicator**    LIVE

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<b>Word Mark</b>	<b>CAPTVT</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Hosting social entertainment events, namely, hosting an escape game for others. FIRST USE: 20141211. FIRST USE IN COMMERCE: 20141211
<b>Mark Drawing Code</b>	(3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS
<b>Design Search Code</b>	02.11.02 - Eyes, human; Human eyes; Iris (eye) 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks
<b>Serial Number</b>	86480874
<b>Filing Date</b>	December 15, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	June 16, 2015
<b>Registration Number</b>	4802817
<b>Registration Date</b>	September 1, 2015
<b>Owner</b>	(REGISTRANT) Captivity Ltd. CORPORATION CALIFORNIA 777 W. Middlefield Road, Apt. 8 Mountain View CALIFORNIA 94025
<b>Attorney of Record</b>	Pankaj S. Raval
<b>Description of Mark</b>	Color is not claimed as a feature of the mark. The mark consists of the letters "C","A","P","T","V","T" followed by an image of an old school key hole. The elements of the mark appear against a rectangle background.

**Type of Mark** SERVICE MARK**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE[TESS HOME](#)[NEW USER](#)[STRUCTURED](#)[FREE FORM](#)[BROWSE DICT](#)[SEARCH OG](#)[TOP](#)[HELP](#)[PREV LIST](#)[CURR LIST](#)[NEXT LIST](#)[FIRST DOC](#)[PREV DOC](#)[NEXT DOC](#)[LAST DOC](#)[| HOME |](#) [SITE INDEX |](#) [SEARCH |](#) [eBUSINESS |](#) [HELP |](#) [PRIVACY POLICY](#)



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**Word Mark** CAPTVT

**Goods and Services** IC 041. US 100 101 107. G & S: Hosting social entertainment events, namely, hosting an escape game for others. FIRST USE: 20141211. FIRST USE IN COMMERCE: 20141211

**Mark**

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 02.11.02 - Eyes, human; Human eyes; Iris (eye)

14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks

**Serial Number** 86480724

**Filing Date** December 15, 2014

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** September 1, 2015

**Registration Number** 4854166

**Registration Date** November 17, 2015

**Owner** (REGISTRANT) Captivity Ltd. CORPORATION CALIFORNIA 777 W. Middlefield Road, Apt. 8 Mountain View CALIFORNIA 94043

**Attorney of Record** Pankaj S. Raval

**Description of Mark** The color(s) black and blue is/are claimed as a feature of the mark. The mark consists of the letters "CAPTVT" in blue with black specs and an image of a key hole at end in the color blue. The letter "A" is missing the horizontal

line. The key hole has an image of a black colored eye looking out. The elements of the mark appear against a black background.

**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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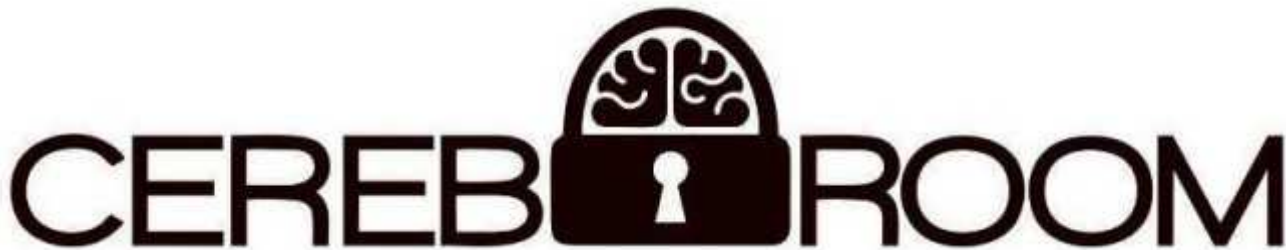
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**Word Mark** CEREB ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring **escape rooms**

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 02.11.25 - Blood vessels, human; Brain, human; Buttocks, human; Human, other parts of the body; Intestines, human; Lungs, human; Nerves, human; Nose, human; Spine, human; Tongue, human  
14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks  
14.11.09 - Ball and Chain (restraints); Handcuffs; Leg irons; Manacles; Restraints (ball and chain, handcuffs, leg irons, manacles)

**Serial Number** 87140226

**Filing Date** August 16, 2016

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** January 17, 2017

**Owner** (APPLICANT) Cerebroom Inc. CORPORATION FLORIDA 100 S. Dixie Hwy, ste 201 West Palm Beach FLORIDA 34401

**Attorney of Record** Michael P Byrne

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ROOM" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of a padlock, having a body, a shackle, and a keyhole; a brain within the shackle of the padlock, the brain having two hemispheres; and a literal element, "CEREBROOM", the padlock being positioned to divide the literal element into "CEREB" and "ROOM".

**Type of** SERVICE MARK

**Mark****Register** PRINCIPAL**Live/Dead  
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# CEREBROOM

<b>Word Mark</b>	CEREBROOM
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring escape rooms
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	87140203
<b>Filing Date</b>	August 16, 2016
<b>Current Basis</b>	1B
<b>Original Filing Basis</b>	1B
<b>Published for Opposition</b>	January 3, 2017
<b>Owner</b>	(APPLICANT) Cerebroom Inc. CORPORATION FLORIDA 100 S. Dixie Hwy, ste 201 West Palm Beach FLORIDA 33401
<b>Attorney of Record</b>	Michael P Byrne
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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**CIPHER  
ESCAPE**  
— LIVE ESCAPE GAME —

**Word Mark** CIPHER ESCAPE LIVE ESCAPE GAME

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering escape rooms consisting of puzzles, riddles, brainteasers, and clues. FIRST USE: 20140815. FIRST USE IN COMMERCE: 20140815

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code**  
02.01.02 - Men depicted as shadows or silhouettes of men; Silhouettes of men  
02.09.05 - Humans, including men, women and children, depicted running; Running, humans  
07.11.07 - Highways with lines or dividers; intersections (roads) with lines or dividers; Roads with lines or dividers; Streets with lines or dividers  
14.11.01 - Keys with heads of circular, oval or lobed shape  
26.01.06 - Circles, semi; Semi-circles

**Serial Number** 86905109

**Filing Date** February 11, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** October 11, 2016

**Registration Number** 5108084

**Registration Date** December 27, 2016

**Owner** (REGISTRANT) Cipher Escape, LLC LIMITED LIABILITY COMPANY NORTH CAROLINA 250 Dominion Drive, Suite 101 Morrisville NORTH CAROLINA 27560

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "CIPHER ESCAPE" AND "LIVE ESCAPE GAME" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the word "cipher" in capital letters above the word "escape" in capital letters. Underneath "escape" are the words "live escape game" in smaller capital letters, bookended by dash marks. To the left of the literal element is an image of a keyhole, formed by the image of a man, with a semi-circle above and around him, running toward or away from the viewer, on a road with a lane marker down the middle. The image as a whole shows a keyhole, as well as a man "escaping" through that keyhole. The keyhole image, when rotated ninety degrees to the left, forms the initials "C" and "E" as a reference to Cipher Escape.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# claustrophobia

### Word Mark **CLAUSTROPHOBIA**

**Goods and Services** IC 028. US 022 023 038 050. G & S: Games, namely, parlor and party games featuring themes of mystery solving, escape strategy, clue solving and puzzle solving; action skill games; puzzle games; parlor games; game equipment sold as a unit for playing parlor and party games featuring themes of mystery solving, escape strategy, clue solving and puzzle solving; board games; manipulative games

IC 041. US 100 101 107. G & S: Entertainment services, namely, arranging and conducting live, interactive puzzle and clue solving games challenging participants to **escape from a room** or situation before time is expired; entertainment information; providing amusement arcade services; scriptwriting services for non-advertising purposes; rental of games equipment; educational services, namely, conducting workshops, classes and seminars in the field of live action game play relating to locked room escape competitions and live action participant **escape games**, and distribution of educational materials in connection therewith; Entertainment services, namely, production and distribution of a game show featuring participants engaging in escape challenges; organization and presentation of live show performances

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks

**Serial Number** 79156595

**Filing Date** August 22, 2014

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** September 22, 2015

**Registration** 4864952

**Number****International****Registration Number** 1226948**Number****Registration Date** December 8, 2015**Owner** (REGISTRANT) Obschestvo s ogranichennoy otvetstvenno styu "Klaustrofobiya" Obschestvo s ogranichennoy otvetstvennostyu RUSSIAN FED. ul. Semenovskiy val, d. 6B RU-105094 Moscow RUSSIAN FED.**Attorney of Record** Corey Hipps**Priority Date** May 30, 2014**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the word "CLAUSTROPHOBIA" in stylized font with a keyhole design within the first letter "O".**Type of Mark** TRADEMARK. SERVICE MARK**Register** PRINCIPAL**Live/Dead Indicator** LIVE[TESS HOME](#)[NEW USER](#)[STRUCTURED](#)[FREE FORM](#)[BROWSE DICT](#)[SEARCH OG](#)[TOP](#)[HELP](#)[PREV LIST](#)[CURR LIST](#)[NEXT LIST](#)[FIRST DOC](#)[PREV DOC](#)[NEXT DOC](#)[LAST DOC](#)[HOME](#) | [SITE INDEX](#) | [SEARCH](#) | [eBUSINESS](#) | [HELP](#) | [PRIVACY POLICY](#)



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# Clocked In Escape Room

**Word Mark** CLOCKED IN ESCAPE ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Providing facilities for recreational activities, namely, **escape rooms** wherein adults and children are given clues or prompts and must use puzzle-solving skills to achieve an objective. FIRST USE: 20160110. FIRST USE IN COMMERCE: 20160110

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86769014

**Filing Date** September 25, 2015

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** March 22, 2016

**Registration Number** 5005076

**Registration Date** July 19, 2016

**Owner** (REGISTRANT) Diego & Trock Capital LLC DBA Clocked In Escape Room LIMITED LIABILITY COMPANY TEXAS Suite 101 3519 Paesanos San Antonio TEXAS 78231

**Attorney of Record** Eric A. Hinojosa

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOM" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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### COLLEGE TOWN ESCAPE ROOMS

<b>Word Mark</b>	<b>COLLEGE TOWN ESCAPE ROOMS</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Organization and conducting entertainment events and activities, namely, entertainment in the nature of live <b>escape-the-room games</b> . FIRST USE: 20160315. FIRST USE IN COMMERCE: 20160415
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	87150592
<b>Filing Date</b>	August 25, 2016
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	January 24, 2017
<b>Registration Number</b>	5180828
<b>Registration Date</b>	April 11, 2017
<b>Owner</b>	(REGISTRANT) Liston, Kody INDIVIDUAL UNITED STATES 6668 US Highway 98 West Hattiesburg MISSISSIPPI 39402
<b>Attorney of Record</b>	Thomas Dunlap
<b>Disclaimer</b>	NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOMS" APART FROM THE MARK AS SHOWN
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead</b>	LIVE

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# CRISIS AT 1600

<b>Word Mark</b>	<b>CRISIS AT 1600</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events; Hosting social entertainment events, namely, <b>escape games</b> , for others. FIRST USE: 20150301. FIRST USE IN COMMERCE: 20150301
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86950648
<b>Filing Date</b>	March 23, 2016
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	August 9, 2016
<b>Registration Number</b>	5068499
<b>Registration Date</b>	October 25, 2016
<b>Owner</b>	(REGISTRANT) Family Fun America, LLC LIMITED LIABILITY COMPANY FLORIDA 8723 International Orlando FLORIDA 32819
<b>Attorney of Record</b>	Grace L. Bonner
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead</b>	LIVE

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**Word Mark** EM

**Goods and Services** IC 041. US 100 101 107. G & S: Promotion, organization and conducting of entertainment events and activities, namely, entertainment in the nature of live **escape-the-room games**; providing specialized facilities for entertainment in the nature of live escape-the-room games

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.01 - Keys with heads of circular, oval or lobed shape  
26.01.07 - Circles with a decorative border, including scalloped, ruffled and zig-zag edges  
26.01.17 - Circles, two concentric; Concentric circles, two; Two concentric circles  
26.01.21 - Circles that are totally or partially shaded.

**Serial Number** 86818840

**Filing Date** November 12, 2015

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** April 19, 2016

**Owner** (APPLICANT) Escape Manor Inc. CORPORATION CANADA 201 Queen Street 4th Floor Ottawa, Ontario CANADA K1P5C9

**Attorney of Record** R. Scott Keller

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the stacked and stylized letters "EM" with a depiction of a key running horizontally through them, all inside a double circle with eight equally spaced points alternating between larger and smaller and attaching to the inner or outer circle.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL**Live/Dead  
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# EPIC ESCAPE GAME

**Word Mark** EPIC ESCAPE GAME

**Goods and Services** IC 041. US 100 101 107. G & S: hosting social entertainment events, namely, room escape games. FIRST USE: 20141101. FIRST USE IN COMMERCE: 20141101

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 26.17.01 - Bands, straight; Bars, straight; Lines, straight; Straight line(s), band(s) or bar(s)  
26.17.05 - Bands, horizontal; Bars, horizontal; Horizontal line(s), band(s) or bar(s); Lines, horizontal  
26.17.08 - Band, one (geometric); Bar, one; Line, one; One line, band, bar or angle

**Serial Number** 86612197

**Filing Date** April 28, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Date Amended to Current Register** October 16, 2015

**Registration Number** 4896642

**Registration Date** February 2, 2016

**Owner** (REGISTRANT) Fleming, Alysia M. INDIVIDUAL UNITED STATES 1750 N Gilpin St. Denver COLORADO 80218

**Attorney of Record** Cynthia R. Smith

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE GAME" APART FROM THE MARK AS SHOWN

**Description of Mark** The color(s) black and gray is/are claimed as a feature of the mark. The mark consists of the words "EPIC ESCAPE GAME" in black with gray shadowing around the letters of the word "ESCAPE". The words "EPIC ESCAPE GAME" are underlined in black.

**Type of Mark** SERVICE MARK

**Register** SUPPLEMENTAL  
**Live/Dead**  
**Indicator** LIVE

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# Escape Artist DC

<b>Word Mark</b>	<b>ESCAPE ARTIST DC</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Providing facilities for recreational activities, namely, Live escape room games. FIRST USE: 20150225. FIRST USE IN COMMERCE: 20150408
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86623181
<b>Filing Date</b>	May 8, 2015
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	October 27, 2015
<b>Registration Number</b>	4884932
<b>Registration Date</b>	January 12, 2016
<b>Owner</b>	(REGISTRANT) Escape Artist DC LIMITED LIABILITY COMPANY D.C. 720 I Street SE Washington D.C. 20003
<b>Disclaimer</b>	NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" AND "DC" APART FROM THE MARK AS SHOWN
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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**Word Mark** ESCAPE ENTERTAINMENT 00:01

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment in the nature of live escape room games. FIRST USE: 20150601. FIRST USE IN COMMERCE: 20150615

**Mark**

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 02.01.31 - Men, stylized, including men depicted in caricature form  
02.01.37 - Busts of men in profile; Heads of men in profile; Men - heads, portraiture, or busts in profile; Portraiture of men in profile  
17.01.02 - Clock faces (alone); Clock radios; Clocks; Radios with clock; Watch faces (alone)  
21.01.08 - Jigsaw puzzle; Puzzles, jigsaw

**Serial Number** 86819906

**Filing Date** November 13, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** May 3, 2016

**Registration Number** 5002330

**Registration Date** July 19, 2016

**Owner** (REGISTRANT) Escape Entertainment, LLC LIMITED LIABILITY COMPANY DELAWARE #21A 160 Riverside Blvd New York NEW YORK 10069

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ENTERTAINMENT" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the words "Escape Entertainment" above and enveloping a profile image. Profile has combination of puzzle pieces and a digital clock presenting the numbers

"00:01". The stippling is for shading purposes only.

**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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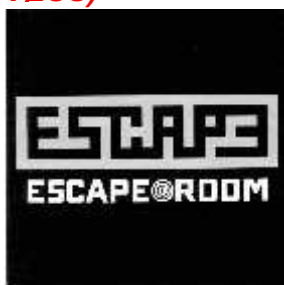
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### Word Mark ESCAPE ESCAPE ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Organization and conducting entertainment events and activities, namely, entertainment in the nature of live **escape-the-room games**; providing specialized facilities for entertainment in the nature of live **escape-the-room games**

### Mark

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks

**Search** 26.01.05 - Circles made of broken or dotted lines

**Code** 26.01.18 - Circles, three or more concentric; Concentric circles, three or more; Three or more concentric circles  
26.09.21 - Squares that are completely or partially shaded

**Serial Number** 86222179

**Filing Date** March 14, 2014

**Current Basis** 44E

**Original Filing Basis** 1B;44D

**Published for Opposition** November 10, 2015

**Registration Number** 5084545

**Registration Date** November 22, 2016

**Owner** (REGISTRANT) Escaperoom Holdings Sdn Bhd SENDIRIAN BERHAD MALAYSIA 18-A4, 4th Floor Jln. SS6/3 Kelana Jaya Selangor MALAYSIA 47301

**Attorney of Record** Melanie J. Seelig

**Priority Date** September 24, 2013

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" AND "ROOM" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the wording "ESCAPE" in stylized block font resembling a maze with the second "E" represented backwards within a rectangular outlining border. Below the wording "ESCAPE" is the wording "ESCAPE" and "ROOM" in smaller stylized font with the design of a keyhole within concentric broken line circles resembling a maze. The above elements are displayed on a square design. The square design is not claimed as a feature of the mark.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** ESCAPE GAMES

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, entertainment in the nature of **escape-the-room games** consisting of puzzles, riddles, brainteasers, clues and physical challenges; providing specialized facilities for entertainment in the nature of live **escape-the-room games**. FIRST USE: 20150301. FIRST USE IN COMMERCE: 20150331

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.02 - Keys of some other shape  
26.11.21 - Rectangles that are completely or partially shaded

**Serial Number** 87000965

**Filing Date** April 14, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** September 20, 2016

**Registration Number** 5094931

**Registration Date** December 6, 2016

**Owner** (REGISTRANT) Escape Games LLC LIMITED LIABILITY COMPANY MASSACHUSETTS 14 Kelsey Drive Worcester MASSACHUSETTS 01604

**Attorney of** Mary C. Casey, Esquire

**Record**

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE GAMES" APART FROM THE MARK AS SHOWN

**Description of Mark** The color(s) grey and black is/are claimed as a feature of the mark. The mark consists of the design of a key and the wording "ESCAPE GAMES" all in grey, all on a black background.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# ESCAPE GAMES OKC

### Word Mark ESCAPE GAMES OKC

**Goods and Services** IC 041. US 100 101 107. G & S: Providing facilities for recreational activities, namely, board games, card games, puzzles; Conducting live entertainment in the nature of games featuring **escape room** scenarios; Providing facilities for recreational activities, namely, an adventure game in which you are put in a room with other participants and have to use surroundings, clues, solve puzzles to escape in under 60 minutes. FIRST USE: 20150501. FIRST USE IN COMMERCE: 20151209

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks  
26.01.21 - Circles that are totally or partially shaded.  
26.19.04 - Cubes (geometric)

**Serial Number** 86892377

**Filing Date** January 31, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** July 19, 2016

**Registration Number** 5053421

**Registration Date** October 4, 2016

**Owner** (REGISTRANT) Escape Games OKC, LLC LIMITED LIABILITY COMPANY OKLAHOMA Suite 309 3705 W. Memorial rd. Oklahoma City OKLAHOMA 73134

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE GAMES OKC" APART FROM THE MARK AS SHOWN

**Description** The color(s) black, white, dark blue, and light blue is/are claimed as a feature of the mark. The mark consists of

**of Mark** the words "ESCAPE GAMES OKC" in dark blue stencil font, stacked vertically to the right of a three-dimensional cube with 3 sides showing, made up of smaller cubes, outlined in black. The top side of the overall cube is white and includes a dark blue circle outlined in black and white with a white padlock with a key hole in the center. The bottom right side of the overall cube is dark blue and the bottom left side is light blue.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** ESCAPE HAUS ESCAPE THE ROOM GAME

**Translations** The English translation of "HAUS" in the mark is "HOUSE".

**Goods and Services** IC 041. US 100 101 107. G & S: Providing facilities for recreational activities, namely, live escape the room games; Entertainment services, namely, arranging and conducting of competitions for live escape the room games. FIRST USE: 20160521. FIRST USE IN COMMERCE: 20160521

### Mark

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design** 07.07.01 - Doors; Garage doors; Sliding doors

**Search** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks

**Code** 24.09.07 - Advertising, banners; Banners

**Serial Number** 86915564

**Filing Date** February 22, 2016

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** July 19, 2016

**Registration Number** 5092924

**Registration Date** November 29, 2016

**Owner** (REGISTRANT) Escape Haus LLC LIMITED LIABILITY COMPANY TEXAS 1772 Oakmont Circle New Braunfels TEXAS 78132

**Attorney of Record** Mark A. Kammer

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" AND "ESCAPE THE ROOM GAME" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the wording "ESCAPE" centered over "HAUS", where the counter space within the letter "A" in ESCAPE appears as a puzzle piece. Below "HAUS" is a horizontal banner with the wording "ESCAPE THE ROOM GAME" centered within. On the left end of the banner is a stylized padlock with keyhole, and on the right end of the banner is a design of a partially open door.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# ESCAPE HOTEL

## Word Mark Goods and Services

### ESCAPE HOTEL

IC 041. US 100 101 107. G & S: Entertainment services, namely, providing entertainment events featuring **escape rooms**. FIRST USE: 20160719. FIRST USE IN COMMERCE: 20160719

IC 043. US 100 101. G & S: Restaurant services. FIRST USE: 20160719. FIRST USE IN COMMERCE: 20160719

## Standard Characters Claimed

## Mark Drawing Code

(4) STANDARD CHARACTER MARK

## Serial Number

86612904

## Filing Date

April 28, 2015

## Current Basis

1A

## Original Filing Basis

1B

## Published for Opposition

October 6, 2015

## Registration Number

5142391

## Registration Date

February 14, 2017

## Owner

(REGISTRANT) M.D.F. International Inc. CORPORATION CALIFORNIA 3800 W. Heffron Dr., Unit A Burbank CALIFORNIA 91505

## Attorney of Record

Jeffrey G. Sheldon

## Disclaimer

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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### Word Mark ESCAPE HOUR

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment in the nature of designing, arranging, organizing, conducting and hosting puzzle-solving and **escape the room** type games; Providing facilities for recreational activities, namely, puzzle-solving and **escape the room games**. FIRST USE: 20150904. FIRST USE IN COMMERCE: 20150904

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.01 - Keys with heads of circular, oval or lobed shape  
14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks  
16.03.06 - Glasses, magnifying; Jeweler's loupes (magnifiers); Loupes, jeweler's (magnifiers); Magnifying glasses

**Serial Number** 86971027

**Filing Date** April 11, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** September 20, 2016

**Registration Number** 5094813

**Registration Date** December 6, 2016

**Owner** (REGISTRANT) Escape Hour Charlotte, LLC LIMITED LIABILITY COMPANY NORTH CAROLINA 4732 Binsford Ridge Road Charlotte NORTH CAROLINA 28226

**Attorney of Record** Jayne Conway Hunter

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE HOUR" APART FROM THE MARK AS SHOWN

**Description** Color is not claimed as a feature of the mark. The mark consists of the words "ESCAPE HOUR" with a stylized

**of Mark** key hanging from the letter "C" a stylized padlock hanging from the second letter "E" a deer stalker hat on top of the letter "H" and the letter "O" stylized as a magnifying glass examining the image of a fingerprint.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** ESCAPE HUNT THE ULTIMATE LIVE ESCAPE GAME

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of organizing competitions in the field of live **escape-the-room games**. FIRST USE: 20160425. FIRST USE IN COMMERCE: 20160425

**Mark**

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 02.01.02 - Men depicted as shadows or silhouettes of men; Silhouettes of men  
14.11.05 - Keys (more than one); More than one key  
20.05.05 - Bibles (open); Books that are open; Cook books (open); Encyclopedias (open)  
24.09.07 - Advertising, banners; Banners  
26.01.17 - Circles, two concentric; Concentric circles, two; Two concentric circles

**Serial Number** 86491707

**Filing Date** December 29, 2014

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** June 9, 2015

**Owner** (APPLICANT) Experiential Ventures Ltd LIMITED COMPANY SEYCHELLES 103 Sham Peng Tong Plaza Victoria, Mahe SEYCHELLES

**Assignment Recorded** ASSIGNMENT RECORDED

**Attorney of Record** Maria v. Hardison

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" AND "ULTIMATE LIVE ESCAPE GAME" APART FROM THE MARK AS SHOWN

**Description** Color is not claimed as a feature of the mark. The mark consists of the words "ESCAPE HUNT" on a banner

**of Mark** superimposed on a circle in which there is the capped and coated figure of a man holding a book, with the words "THE ULTIMATE LIVE ESCAPE GAME" appearing in a border along the top of the circle and the figures of two crossed keys appearing in the circle below the banner containing the words "ESCAPE HUNT".

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Other Data** The portrait or likeness shown in the mark does not identify a particular living individual.

**Live/Dead Indicator** LIVE

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# ESCAPE HUNT

**Word Mark** **ESCAPE HUNT**  
**Goods and Services** IC 035. US 100 101 102. G & S: Franchise services, namely, offering business management assistance in the establishment and operation of venues featuring competitions in the field of live **escape-the-room games**  
 IC 041. US 100 101 107. G & S: Entertainment services in the nature of organizing competitions in the field of live escape-the-room games  
**Standard Characters Claimed**  
**Mark Drawing Code** (4) STANDARD CHARACTER MARK  
**Serial Number** 86757257  
**Filing Date** September 15, 2015  
**Current Basis** 1B  
**Original Filing Basis** 1B  
**Published for Opposition** December 13, 2016  
**Owner** (APPLICANT) Experiential Ventures Ltd. limited company (ltd.) SEYCHELLES 103 Sham Peng Tong Plaza Victoria, Mahe SEYCHELLES  
**Attorney of Record** Maria v. Hardison  
**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN  
**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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# ESCAPE MANOR

**Word Mark** ESCAPE MANOR

**Goods and Services** IC 041. US 100 101 107. G & S: Promotion, organization and conducting of entertainment events and activities, namely, entertainment in the nature of live escape-the-room games; providing specialized facilities for entertainment in the nature of live escape-the-room games

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86818843

**Filing Date** November 12, 2015

**Current Basis** 44E

**Original Filing Basis** 1B;44D

**Published for** December 6, 2016

**Opposition**

**Registration Number** 5144355

**Registration Date** February 21, 2017

**Owner** (REGISTRANT) Escape Manor Inc. CORPORATION CANADA 201 Queen Street 4th Floor Ottawa, Ontario CANADA K1P5C9

**Attorney of Record** R. Scott Keller

**Priority Date** August 28, 2015

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# Escape My City

**Word Mark** **ESCAPE MY CITY**

**Goods and Services** IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring **escape rooms** consisting of clues and puzzles specific to the history and legends of a city. FIRST USE: 20151019. FIRST USE IN COMMERCE: 20151019

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86792023

**Filing Date** October 19, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** March 22, 2016

**Registration Number** 4972993

**Registration Date** June 7, 2016

**Owner** (REGISTRANT) Preble, Andrew O. INDIVIDUAL UNITED STATES 923 Constance St, Apt #322 New Orleans LOUISIANA 70130

**Attorney of Record** Abid M. Hussain

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead** LIVE

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# Escape Room Tucson

<b>Word Mark</b>	<b>ESCAPE ROOM TUCSON</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services in the nature of <b>escape room</b> attractions. FIRST USE: 20140715. FIRST USE IN COMMERCE: 20140715
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	87242492
<b>Filing Date</b>	November 18, 2016
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Date Amended to Current Register</b>	February 24, 2017
<b>Registration Number</b>	5183861
<b>Registration Date</b>	April 11, 2017
<b>Owner</b>	(REGISTRANT) Escape Room Tucson DBA Escape Room Tucson AJ Hughes, a U.S. citizen SOLE PROPRIETORSHIP ARIZONA 7320 N La Cholla 154231 Tucson ARIZONA 85741
<b>Disclaimer</b>	NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOM" APART FROM THE MARK AS SHOWN
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	SUPPLEMENTAL
<b>Live/Dead Indicator</b>	LIVE

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**Word Mark** ESCAPE TACTIC

**Goods and Services** IC 041. US 100 101 107. G & S: Providing facilities for recreational activities, namely, an interactive adventure game in which participants are locked in a room and are required to solve puzzles, find hidden clues, and use team work to escape, namely, entertainment services in the nature of **escape room** attractions. FIRST USE: 20160901. FIRST USE IN COMMERCE: 20160901

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 17.01.01 - Pocket watches; Stop watches; Watches; Wristwatches

**Serial Number** 87049929

**Filing Date** May 25, 2016

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** November 8, 2016

**Registration Number** 5168402

**Registration Date** March 21, 2017

**Owner** (REGISTRANT) Escape Tactic, LLC LIMITED LIABILITY COMPANY NORTH CAROLINA 5157 Murrayhill Rd Charlotte NORTH CAROLINA 28210

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE TACTIC" APART FROM THE MARK AS



SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of a stylized design of a stopwatch with a skeleton key as the second hand and three push buttons on the top, with the words "Escape" and "Tactic" appearing to the right of the stopwatch.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** **ESCAPE TACTICS**

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging and conducting live, interactive, escape rooms games; Conducting live entertainment in the nature of games featuring **escape rooms**. FIRST USE: 20160305. FIRST USE IN COMMERCE: 20160405

**Mark Drawing** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS  
**Code**

**Design Search Code** 17.01.05 - Hourglasses

**Serial Number** 87040161

**Filing Date** May 17, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** November 1, 2016

**Registration Number** 5122627

**Registration Date** January 17, 2017

**Owner** (REGISTRANT) Escape Tactics LIMITED LIABILITY COMPANY FLORIDA 1528 Carson St Fort Myers FLORIDA 33901

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE TACTICS" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the text "ESCAPE TACTICS", with an hour glass in between the "S" and "C" in "Escape". The text "TACTICS" appears below the letters "CAPE" and to the right of the bottom part of the hour glass.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** ESCAPE THE PLACE

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events; Entertainment services in the nature of live escape-the-room games. FIRST USE: 20150202. FIRST USE IN COMMERCE: 20150402

**Mark**

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code**

07.01.10 - Cabinets, Wall; Cages/pens, other animal; Dog houses; Kennels, pet; Pens, animal  
26.19.01 - Spheres (geometric)

**Serial Number** 86896229

**Filing Date** February 3, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** August 9, 2016

**Registration Number** 5067466

**Registration Date** October 25, 2016

**Owner** (REGISTRANT) Locked Door LLC DBA Escape The Place LIMITED LIABILITY COMPANY COLORADO Suite 203 4570 Hilton Pkwy Colorado Springs COLORADO 80919

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE THE PLACE" APART FROM THE MARK AS SHOWN

**Description of Mark** The color(s) white, blue, silver, and black is/are claimed as a feature of the mark. The mark consists of the wording "ESCAPE THE PLACE" in white in italics, bold, stencil font below a stylized geometrical design resembling a cage

and consisting of eight equal size rings differing in angles on the Z-axis by 30 degrees, with each ring in white, silver, and black, and outlined in blue. All of this wording and design are on a black background.

**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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### Word Mark ESKAPE ROOMS

**Goods and Services** IC 041. US 100 101 107. G & S: Organization and conducting entertainment events and activities, namely, entertainment in the nature of live **escape-the-room games**; providing specialized facilities for entertainment in the nature of live **escape-the-room games**. FIRST USE: 20150601. FIRST USE IN COMMERCE: 20150901

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 02.01.33 - Grotesque men formed by letters, numbers, punctuation or geometric shapes; Stick figures  
04.07.03 - Geometric figures or combinations of geometric figures representing a person; Geometric figures representing a person; Geometric shapes forming a person; Person formed by geometric shapes  
07.07.01 - Doors; Garage doors; Sliding doors  
26.01.21 - Circles that are totally or partially shaded.  
26.11.21 - Rectangles that are completely or partially shaded  
27.03.02 - Humans forming letters or numerals; Humans forming punctuation

**Serial Number** 86750079

**Filing Date** September 8, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** March 8, 2016

**Registration Number** 4963370

**Registration Date** May 24, 2016

**Owner** (REGISTRANT) Eskape Rooms LLC LIMITED LIABILITY COMPANY CALIFORNIA 2575 McCabe Way Suite 150 Irvine CALIFORNIA 92614

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOMS" APART FROM THE MARK AS

SHOWN

**Description of Mark** The color(s) black, white, and yellow/gold is/are claimed as a feature of the mark. The mark consists of the wording "ESCAPE ROOMS" colored in white with the word "ESCAPE" stacked on top of the word "ROOMS". The letter "K" is colored yellow/gold and stylized in the shape of a stick figured man. To the left of the wording "ESCAPE ROOMS," a silhouette of a door opening in the shape of an "E" colored in yellow/gold. Background is black.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** EXIT GAME

**Goods and Services** IC 041. US 100 101 107. G & S: Providing facilities for recreational activities, namely, games designed for participants to escape a "Room", or a scripted "Scenario" from which players must escape. FIRST USE: 20140501. FIRST USE IN COMMERCE: 20140801

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code**

- 02.01.33 - Grotesque men formed by letters, numbers, punctuation or geometric shapes; Stick figures
- 04.07.03 - Geometric figures or combinations of geometric figures representing a person; Geometric figures representing a person; Geometric shapes forming a person; Person formed by geometric shapes
- 15.07.01 - Cog wheels; Gears
- 26.01.21 - Circles that are totally or partially shaded.
- 26.17.01 - Bands, straight; Bars, straight; Lines, straight; Straight line(s), band(s) or bar(s)
- 26.17.06 - Bands, diagonal; Bars, diagonal; Diagonal line(s), band(s) or bar(s); Lines, diagonal

**Serial Number** 86549731

**Filing Date** March 1, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** January 5, 2016

**Registration Number** 4921231

**Registration Date** March 22, 2016



**Owner** (REGISTRANT) The Exit Game LLC LIMITED LIABILITY COMPANY CALIFORNIA 109 S. Saint Andrews PI #4  
Los Angeles CALIFORNIA 90004

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "EXIT GAME" APART FROM THE MARK AS  
SHOWN

**Description  
of Mark** The mark consists of a circle with a cogwheel decorative border. Inside the circle is a figure of a human depicted  
running. The words "EXIT GAME" appears on a horizontal band across the center of the circle

**Type of  
Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead  
Indicator** LIVE

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**Word Mark** EXIT STRATEGY

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment in the nature of designing, arranging, organizing, conducting and hosting puzzle-solving and escape the room type games; Providing facilities for recreational activities, namely, puzzle-solving and escape the room games. FIRST USE: 20140828. FIRST USE IN COMMERCE: 20140828

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 24.15.03 - Arrows formed by words, letters, numbers or punctuation  
 24.15.10 - Arrows, more than one; More than one arrow  
 26.11.21 - Rectangles that are completely or partially shaded

**Serial Number** 86613197

**Filing Date** April 28, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for** October 6, 2015

**Opposition**

**Registration Number** 4873565

**Registration Date** December 22, 2015

**Owner** (REGISTRANT) Exit Strategy, LLC LIMITED LIABILITY COMPANY NORTH CAROLINA 4215-B Stuart Andrew Blvd. Charlotte NORTH CAROLINA 28217

**Attorney of Record** Joseph J. Santaniello, Esq.

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "STRATEGY" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the stylized word "EXIT" in all capital letters across a dark rectangle, with an arrow going to the right through the middle of the "E", and an arrow going to the left across and through the "IT" part of the word, with the letter "X" darker than the letters "E", "I", and "T". Right below the word "EXIT" is the word "STRATEGY", which is in all capital letters, and is smaller than the word "EXIT".

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# EXIT STRATEGY

**Word Mark** EXIT STRATEGY

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment in the nature of designing, arranging, organizing, conducting and hosting puzzle-solving and **escape the room** type games; Providing facilities for recreational activities, namely, puzzle-solving and **escape the room games**. FIRST USE: 20140828. FIRST USE IN COMMERCE: 20140828

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86613204

**Filing Date** April 28, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for** October 6, 2015

**Opposition**

**Registration Number** 4873566

**Registration Date** December 22, 2015

**Owner** (REGISTRANT) Exit Strategy, LLC LIMITED LIABILITY COMPANY NORTH CAROLINA 4215-B Stuart Andrew Blvd. Charlotte NORTH CAROLINA 28217

**Attorney of Record** Joseph J. Santaniello, Esq.

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "STRATEGY" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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### Word Mark EXIT THE ROOM THE REAL ESCAPE GAME

#### Goods and Services

IC 041. US 100 101 107. G & S: Education, namely, classes in the field of **escape-themed games**; providing of training in the field of **escape-themed games**; entertainment in the nature of **escape-themed games**; organizing community sporting and cultural events; academies, namely, educating at university or colleges; amusement parks; animal training; arranging and conducting of colloquiums in the field of **escape-themed games**; arranging and conducting of concerts; arranging and conducting of conferences in the field of **escape-themed games**; arranging and conducting of congresses in the field of **escape-themed games**; arranging and conducting of seminars in the field of **escape-themed games**; arranging and conducting of symposiums in the field of **escape-themed games**; arranging and conducting of workshops in the field of **escape-themed games**; arranging of beauty contests; boarding schools; booking of seats for shows; calligraphy services; cinema presentations, namely, provision of cinema facilities; circuses; night club services; coaching in the field of **escape-themed games**; conducting fitness classes; correspondence courses, namely, providing education in the field of **escape-themed games** rendered through correspondence courses; disc jockey services; discotheque services; dubbing; educational examination services; providing information about education; electronic desktop publishing; entertainer services, namely, live, televised and movie appearances by a professional entertainer; entertainment services, namely, production and distribution of a game show; entertainment information; film production, other than advertising films; gambling; games equipment rental; electronic games services provided on-line from a computer network; gymnastic instruction; health club services, namely, providing instruction and equipment in the field of physical fitness; holiday camp services; language interpreter services; layout services, other than for advertising purposes; lending libraries; microfilming for others; mobile library services; modelling for artists; movie studios; music composition services; music-halls; news reporters services; night clubs; nursery schools; operating lotteries; orchestra services; organization of dance events, namely, balls; organization of sports competitions for education or entertainment; organization of exhibitions for cultural or educational purposes; organization of fashion shows for entertainment purposes; organization of shows for cultural purposes; organization of sports competitions; party planning; personal trainer services, namely, fitness training; photographic reporting; photography; physical education; practical training in the field of escape-themed games; presentation of live show performances; production of music; production of radio and television programmes; production of shows; providing amusement arcade services; providing casino facilities; providing golf facilities; providing karaoke services, namely, karaoke disc jockey services; providing museum facilities; providing on-line electronic publications, not downloadable, namely, newsletters in the field of **escape-themed games**; providing on-line music, not downloadable; providing on-line videos in the field of **escape-themed games**, not downloadable; providing recreation facilities; providing sports facilities; publication of books; publication of electronic books and journals on-line; publication of texts, other than publicity texts; radio entertainment in the nature of production of radio programs; recording studio services; recreation information; religious education; rental of audio equipment; rental of lighting apparatus for theatrical

sets or television studios; rental of motion pictures; rental of movie projectors and accessories; rental of radio and television sets; rental of show scenery; rental of skin diving equipment; rental of sound recordings; rental of sports equipment, except vehicles; rental of sports grounds; rental of stadium facilities; rental of stage scenery; rental of tennis courts; rental of video cameras; rental of video cassette recorders; rental of videotapes; scriptwriting services for non-advertising purposes; services in the nature of charter schools; sign language interpretation; sport camp services; subtitling; teaching in the field of **escape-themed games**; television entertainment in the nature of ongoing television programs in the field of **escape-themed games**; theatre productions; ticket agency services for entertainment events; timing of sports events; toy rental; translation; tutoring in the field of **escape-themed games**; videotape editing; videotaping; vocational guidance; vocational retraining in the field of **escape-themed games**; writing of texts, other than publicity texts; zoological garden services

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 07.05.25 - Closets; Gymnasiums (interior); Hallways; Storage closets  
21.01.08 - Jigsaw puzzle; Puzzles, jigsaw  
26.11.21 - Rectangles that are completely or partially shaded  
26.11.28 - Miscellaneous designs with overall rectangular shape; Rectangular shapes (miscellaneous overall shape)

**Serial Number** 79167023

**Filing Date** March 26, 2015

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** June 14, 2016

**Registration Number** 5029044

**International Registration Number** 1251443

**Registration Date** August 30, 2016

**Owner** (REGISTRANT) Rétfalvi Gábor INDIVIDUAL HUNGARY Farkastorki lejtő 31/b H-1037 Budapest HUNGARY

**Attorney of Record** Alexander Lazouski

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "THE REAL ESCAPE GAME" APART FROM THE MARK AS SHOWN

**Description of Mark** The color(s) peach, tan, black, white, yellow and brown is/are claimed as a feature of the mark. The mark consists of the stylized wording "EXIT THE ROOM" above the wording "THE REAL ESCAPE GAME" above a design with splotches throughout. The wording "EXIT" is in white, the wording "THE" is oriented vertically and is in peach, the wording "ROOM" is in yellow, and the wording "THE REAL ESCAPE GAME" is in tan. The design is a three-dimensional, E-shaped maze in tan and brown featuring an open doorway with yellow light spilling out. The wording and designs are superimposed over a pentagon-shape in brown with an irregular black border on a white background.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# FACEOFF

**Word Mark** FACEOFF

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events; Hosting social entertainment events, namely, **escape games**, for others. FIRST USE: 20151215. FIRST USE IN COMMERCE: 20151215

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86949635

**Filing Date** March 23, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** August 9, 2016

**Registration Number** 5068452

**Registration Date** October 25, 2016

**Owner** (REGISTRANT) Family Fun America, LLC LIMITED LIABILITY COMPANY FLORIDA 8723 International Orlando FLORIDA 32819

**Attorney of Record** Grace L. Bonner



**Type of Mark** SERVICE MARK**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE

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# GETOUT GAMES

### Word Mark GETOUT GAMES

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging and conducting live, interactive, treasure hunt game adventures; Arranging of contests featuring groups of individuals competing against each other to escape from different live **escape rooms**; Conducting live entertainment in the nature of games featuring groups solving clues to **escape from themed rooms**; Entertainment services in the nature of hosting social entertainment events; Entertainment in the nature of live **escape room games**; Entertainment in the nature of live escape room races; Entertainment, namely, production of themed rooms with clues for escape; Organisation of games; Providing amusement facilities; Providing facilities for recreation activities; Providing facilities for recreational activities, namely, live **escape rooms**. FIRST USE: 20150123. FIRST USE IN COMMERCE: 20150123

### Standard Characters Claimed

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87157315

**Filing Date** August 31, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** January 31, 2017

**Registration Number** 5185507

**Registration Date** April 18, 2017

**Owner** (REGISTRANT) GETOUT GAMES HOLDINGS AND SERVICES LLC LIMITED LIABILITY COMPANY UTAH 283 N. University Ave. Provo UTAH 84601

**Attorney of Record** Scott C. Hilton

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "GAMES" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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<b>Word Mark</b>	HE
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing entertainment events featuring <b>escape rooms</b> . FIRST USE: 20160719. FIRST USE IN COMMERCE: 20160719
	IC 043. US 100 101. G & S: Restaurant services. FIRST USE: 20160719. FIRST USE IN COMMERCE: 20160719
<b>Mark Drawing Code</b>	(5) WORDS, LETTERS, AND/OR NUMBERS IN STYLIZED FORM
<b>Serial Number</b>	86612960
<b>Filing Date</b>	April 28, 2015
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1B
<b>Published for Opposition</b>	October 6, 2015
<b>Registration Number</b>	5142392
<b>Registration Date</b>	February 14, 2017
<b>Owner</b>	(REGISTRANT) M.D.F. International Inc. CORPORATION CALIFORNIA 3800 W. Heffron Dr., Unit A Burbank CALIFORNIA 91505
<b>Attorney of Record</b>	Jeffrey G. Sheldon
<b>Description of Mark</b>	Color is not claimed as a feature of the mark. The mark consists of "H" intertwined with "E".
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# Exhibit C

## Part 2



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# HEADCASE

## Word Mark HEADCASE

**Goods and Services** IC 041. US 100 101 107. G & S: Photography services; entertainment services, namely, operating a haunted house; entertainment services, namely, arcades, laser tag; live entertainment featuring comedy, hypnosis, magic, mentalism, and psychic performances, theatre shows, escape rooms and escape games; escape rooms and escape games featuring live performances by actors

### Standard Characters Claimed

#### Mark

**Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86969127

**Filing Date** April 8, 2016

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** October 18, 2016

**Owner** (APPLICANT) Deux Ron, Inc. CORPORATION TENNESSEE 115 Historic Nature Trail Gatlinburg TENNESSEE 37738

**Attorney of Record** Stephen D. Adams

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE

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# Hoodwinked Escape

**Word Mark****HOODWINKED ESCAPE****Goods and Services**IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring **room escape** scenarios. FIRST USE: 20151208. FIRST USE IN COMMERCE: 20151208**Standard Characters Claimed****Mark Drawing Code**

(4) STANDARD CHARACTER MARK

**Serial Number**

86849348

**Filing Date**

December 15, 2015

**Current Basis**

1A

**Original Filing Basis**

1B

**Published for Opposition**

May 31, 2016

**Registration Number**

5167659

**Registration Date**

March 21, 2017

**Owner**

(REGISTRANT) Hoodwinked Escape LLC LIMITED LIABILITY COMPANY NEW YORK #1L 1925 7th Avenue New York NEW YORK 10026

**Disclaimer**

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN

**Type of Mark**

SERVICE MARK

**Register**

PRINCIPAL

**Live/Dead Indicator**

LIVE

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# HOUDINI'S ROOM ESCAPE

**Word Mark** HOUDINI'S ROOM ESCAPE

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering **escape rooms** consisting of puzzles, riddles, brainteasers, and clues. FIRST USE: 20150710. FIRST USE IN COMMERCE: 20150710

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks  
27.03.05 - Objects forming letters or numerals

**Serial Number** 86593546

**Filing Date** April 10, 2015

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** September 8, 2015

**Registration Number** 4883181

**Registration Date** January 5, 2016

**Owner** (REGISTRANT) Houdini Corporation CORPORATION OHIO 9309 Montgomery Road Cincinnati OHIO 45242

**Attorney of Record** J. Michael Hurst

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ROOM ESCAPE" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the stylized word "HOUDINI'S" where the letter "O" is represented as a keyhole with the wording "ROOM ESCAPE" in smaller letters below "HOUDINI'S".

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Other Data** The name(s), portrait(s), and/or signature(s) shown in the mark does not identify a particular living individual.

**Live/Dead Indicator** LIVE

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# IQ ESCAPE

**Word Mark IQ ESCAPE**

**Goods and Services** IC 025. US 022 039. G & S: Clothing apparel, namely, t-shirts, hoodies, hats, beanies, and jackets

IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering escape rooms in which participants are locked in a room and are required to solve puzzles, find hidden clues, and use teamwork to escape the room; entertainment services, namely, arranging, organizing, conducting, and hosting escape room events for others consisting of puzzles, riddles, brainteasers, and clues that must be solved or deciphered

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86837750

**Filing Date** December 3, 2015

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** July 12, 2016

**Owner** (APPLICANT) Dream Big, LLC LIMITED LIABILITY COMPANY PENNSYLVANIA 110 Breckenridge Drive Wexford PENNSYLVANIA 15090

**Attorney of Record** Ryan J. Miller, Reg. No. 56,236

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN

**Type of Mark** TRADEMARK. SERVICE MARK

**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE[TESS HOME](#)[NEW USER](#)[STRUCTURED](#)[FREE FORM](#)[BROWSE DICT](#)[SEARCH OG](#)[TOP](#)[HELP](#)[| HOME](#) [| SITE INDEX](#) [| SEARCH](#) [| eBUSINESS](#) [| HELP](#) [| PRIVACY POLICY](#)



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<b>Word Mark</b>	<b>KEY QUEST</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering <b>escape room games</b> . FIRST USE: 20150313. FIRST USE IN COMMERCE: 20150313
<b>Mark Drawing Code</b>	(3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS
<b>Design Search Code</b>	14.11.01 - Keys with heads of circular, oval or lobed shape 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks 27.03.05 - Objects forming letters or numerals
<b>Serial Number</b>	86880916
<b>Filing Date</b>	January 20, 2016
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	June 14, 2016
<b>Registration Number</b>	5031301
<b>Registration Date</b>	August 30, 2016
<b>Owner</b>	(REGISTRANT) Versent Corporation ULC unlimited liability company CANADA 3415 American Drive, Mississauga ONTARIO L4V 1T4 CANADA
<b>Attorney of Record</b>	Nicole M. Meyer
<b>Description of Mark</b>	Color is not claimed as a feature of the mark. The mark consists of the stylized wording "KEY QUEST" wherein the "Q" in "QUEST" is in the shape of a key with a keyhole shape inside of it.
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL

Live/Dead  
Indicator      LIVE

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# KEY QUEST

<b>Word Mark</b>	<b>KEY QUEST</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering <b>escape room games</b> . FIRST USE: 20150313. FIRST USE IN COMMERCE: 20150313
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86880879
<b>Filing Date</b>	January 20, 2016
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	June 14, 2016
<b>Registration Number</b>	5031297
<b>Registration Date</b>	August 30, 2016
<b>Owner</b>	(REGISTRANT) Versent Corporation ULC unlimited liability company CANADA 3415 American Drive, Mississauga ONTARIO L4V 1T4 CANADA
<b>Attorney of Record</b>	Nicole M. Meyer
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE



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# KOMNATA

**Word Mark KOMNATA****Translations** The English translation of "KOMNATA" in the mark is "CHAMBER".**Goods and Services** IC 028. US 022 023 038 050. G & S: Games, namely, role playing games. FIRST USE: 20160615. FIRST USE IN COMMERCE: 20160615

IC 041. US 100 101 107. G &amp; S: Providing recreation facilities, namely, organization of live escape room games; Providing amusement arcade services, namely, providing live escape room games; Entertainment in the nature of quest games services, namely, providing entertainment events featuring escape room games. FIRST USE: 20160615. FIRST USE IN COMMERCE: 20160615

**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 86677068**Filing Date** June 29, 2015**Current Basis** 1A**Original Filing Basis** 1B**Published for Opposition** May 17, 2016**Registration Number** 5156885**Registration Date** March 7, 2017**Owner** (REGISTRANT) Vasis, Oksana Sergeevna INDIVIDUAL RUSSIAN FED. 420066 Kazan, Yamashev Street 31, ap.486 Republic of Tatarstan RUSSIAN FED.

**Attorney of Record** David M. Silverman, Esq.

**Type of Mark** TRADEMARK. SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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## LAST MINUTE ESCAPE

### Word Mark LAST MINUTE ESCAPE

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging and conducting live, interactive, treasure hunt game adventures; Arranging and conducting special events for social entertainment purposes; Arranging, organizing, conducting, and hosting social entertainment events; Conducting live entertainment in the nature of games featuring puzzles, interpreting clues, team work, team strategy, problem solving, mysteries, riddles, live interaction with a game moderator, **room escape**, **room escape** scenarios and other live exit game activities; Entertainment in the nature of competitions in the field of live, interactive, treasure hunt game adventures, interactive puzzle game experiences that take place inside locked rooms, for people to try and escape from, and live, interactive puzzle game adventures, for people to try and solve a mystery, explore an area, and find artifacts; Entertainment services, namely, arranging, conducting, organizing, staging, and hosting puzzle-solving and **escape-the-room** type games; Entertainment services in the nature of arranging and conducting social entertainment events and interactive game adventures and providing specialized facilities and venues therefor, and organizing competitions in the field of live **escape-the-room games**; Entertainment services, namely, conducting parties; Hosting social entertainment events, namely, **room escape games**, for others; Providing amusement facilities; Providing facilities for recreational activities, namely, for game players to escape from imprisonment by exploiting their own surroundings, an interactive adventure game in which participants are locked in a room and are required to solve puzzles, find hidden clues, and use team work to escape, **escape rooms** wherein adults and children are given clues or prompts and must use puzzle-solving skills to achieve an objective, puzzle-solving and **escape-the-room games**, and live **escape room games**. FIRST USE: 20160201. FIRST USE IN COMMERCE: 20160201

IC 042. US 100 101. G & S: Designing puzzle-solving and escape-the-room type games. FIRST USE: 20160201. FIRST USE IN COMMERCE: 20160201

### Standard Characters Claimed

**Mark Drawing Code** (4) STANDARD CHARACTER MARK  
**Serial Number** 86823400

**Filing Date** November 17, 2015

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** October 11, 2016

**Owner** (APPLICANT) Exit Strategy LLC LIMITED LIABILITY COMPANY NEW JERSEY 33 Ridge Road Roseland NEW JERSEY 07068

**Attorney of Record** Rita C. Chipperson,

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** LOCKED IN

**Goods and Services** IC 025. US 022 039. G & S: jackets and shirts. FIRST USE: 20141028. FIRST USE IN COMMERCE: 20141217

IC 041. US 100 101 107. G & S: Hosting social entertainment events, namely, corporate team building exercises for others involving the use of puzzles that participants have to solve using clues, hints, and technologies provided; hosting social entertainment events, namely, **escape games**, for others. FIRST USE: 20141206. FIRST USE IN COMMERCE: 20141217

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks  
 26.17.13 - Letters or words underlined and/or overlined by one or more strokes or lines; Overlined words or letters; Underlined words or letters

**Serial Number** 87017114

**Filing Date** April 28, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** September 20, 2016

**Registration Number** 5095344

**Registration Date** December 6, 2016

**Owner** (REGISTRANT) Locked In LLC LIMITED LIABILITY COMPANY DELAWARE 6241 Jonathans Way Trussville

ALABAMA 35173

**Attorney of  
Record**

Timothy A. Bush,

**Description  
of Mark**

Color is not claimed as a feature of the mark. The mark consists of the word "LOCKED" to the left of a padlock and the word "IN" to the right of the padlock having a line above and below the words "LOCKED IN".

**Type of  
Mark**

TRADEMARK. SERVICE MARK

**Register**

PRINCIPAL

**Live/Dead  
Indicator**

LIVE

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**Word Mark** MINDQUEST LIVE

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging and conducting live, interactive, puzzle adventure games and challenges; Entertainment services, namely, live games featuring puzzles, team work, problem solving and social entertainment events; Entertainment services, namely, providing venues offering **escape room games**. FIRST USE: 20141001. FIRST USE IN COMMERCE: 20141001

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks  
15.07.01 - Cog wheels; Gears  
17.01.02 - Clock faces (alone); Clock radios; Clocks; Radios with clock; Watch faces (alone)  
24.09.07 - Advertising, banners; Banners

**Serial Number** 86921013

**Filing Date** February 26, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** October 25, 2016

**Registration Number** 5117643

**Registration Date** January 10, 2017

**Owner** (REGISTRANT) Taylor, Lee INDIVIDUAL UNITED STATES 525 Woodview Drive Londwood FLORIDA 32779

**Attorney of Record** Joseph Buchbinder

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "LIVE" APART FROM THE MARK AS SHOWN

**Description** Color is not claimed as a feature of the mark. The mark consists of A keyhole featured prominently at the center of



**of Mark** the design surrounded by several small gears and a clock, all above a ribbon shape with the word "MINDQUEST" located inside the design and the word "LIVE" displayed below.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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**Word Mark** OUTFOX ESCAPE ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering escape rooms consisting of puzzles, riddles, brainteasers, and clues. FIRST USE: 20150829. FIRST USE IN COMMERCE: 20150829

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 03.01.11 - Foxes

**Serial Number** 86752473

**Filing Date** September 10, 2015

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** March 8, 2016

**Registration Number** 4963547

**Registration Date** May 24, 2016

**Owner** (REGISTRANT) outfox ltd CORPORATION IOWA 2401 Coral Court, Suite 3 Coralville IOWA 52241

**Attorney of Record** Christopher J. Voci

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOM" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the word "OUTFOX" above a fox's tail which in turn is above the words "ESCAPE ROOM".

**Type of** SERVICE MARK

**Mark**  
**Register** PRINCIPAL  
**Live/Dead**  
**Indicator** LIVE

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# OUTFOX

**Word Mark** **OUTFOX**  
**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, providing venues offering **escape rooms** consisting of puzzles, riddles, brainteasers, and clues. FIRST USE: 20150829. FIRST USE IN COMMERCE: 20150829  
**Standard Characters Claimed**  
**Mark Drawing Code** (4) STANDARD CHARACTER MARK  
**Serial Number** 86752446  
**Filing Date** September 10, 2015  
**Current Basis** 1A  
**Original Filing Basis** 1A  
**Published for Opposition** March 8, 2016  
**Registration Number** 4963543  
**Registration Date** May 24, 2016  
**Owner** (REGISTRANT) outfox ltd CORPORATION IOWA 2401 Coral Court, Suite 3 Coralville IOWA 52241  
**Attorney of Record** Christopher J. Voci  
**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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<b>Word Mark</b>	<b>PANIQ ROOM</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Hosting social entertainment events, namely, room <b>escape game</b> , for others. FIRST USE: 20120315. FIRST USE IN COMMERCE: 20140407
<b>Mark Drawing Code</b>	(5) WORDS, LETTERS, AND/OR NUMBERS IN STYLIZED FORM
<b>Serial Number</b>	86353225
<b>Filing Date</b>	July 31, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	December 30, 2014
<b>Registration Number</b>	4703495
<b>Registration Date</b>	March 17, 2015
<b>Owner</b>	(REGISTRANT) Paniq Entertainment LLC LIMITED LIABILITY COMPANY CALIFORNIA 3393 Barham Street Los Angeles CALIFORNIA 90068  (LAST LISTED OWNER) PANIQ FRANCHISING LLC LIMITED LIABILITY COMPANY CALIFORNIA 3393 BARHAM BLVD LOS ANGELES CALIFORNIA 90068
<b>Assignment Recorded</b>	ASSIGNMENT RECORDED
<b>Description of Mark</b>	Color is not claimed as a feature of the mark. The mark consists of the stylized text "PANIQ ROOM".
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# Paradox

## Word Mark PARADOX

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, providing recreational venues offering **escape rooms** in the nature of games in which participants are locked in a room and are required to solve puzzles, riddles, brain teasers, and clues to **escape the room** or achieve another specified objective. FIRST USE: 20160313. FIRST USE IN COMMERCE: 20160523

## Standard Characters Claimed

### Mark

**Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86962959

**Filing Date** April 4, 2016

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** September 13, 2016

**Owner** (APPLICANT) Robert Stevens INDIVIDUAL UNITED STATES PO Box 1132 Tupelo MISSISSIPPI 38802

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE



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# Puzzah!

<b>Word Mark</b>	<b>PUZZAH!</b>
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment services, namely, providing interactive games in the form of <b>escape rooms</b> consisting of puzzles, riddles, brainteasers, and clues. FIRST USE: 20140425. FIRST USE IN COMMERCE: 20140724
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86421163
<b>Filing Date</b>	October 10, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	August 4, 2015
<b>Registration Number</b>	4834956
<b>Registration Date</b>	October 20, 2015
<b>Owner</b>	(REGISTRANT) Puzzah LLC DBA Puzzah! LIMITED LIABILITY COMPANY COLORADO 1440 Blake Street Unit 150 Denver COLORADO 80202
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# Quandary

### Word Mark QUANDARY

**Goods and Services** IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring teams tasked with finding clues and solving puzzles in order to **escape a room**; these puzzles include mental and physical challenges, trivia, cryptic messages, logic, and teamwork. FIRST USE: 20160727. FIRST USE IN COMMERCE: 20161102

### Standard Characters Claimed

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87117558

**Filing Date** July 27, 2016

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** December 20, 2016

**Owner** (APPLICANT) Quandary Escape Games, LLC LIMITED LIABILITY COMPANY RHODE ISLAND 49 Weybosset St Providence RHODE ISLAND 02903

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# QUEST IN A BOX

### Word Mark QUEST IN A BOX

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, hosting and providing mobile **escape rooms** for live, interactive, puzzle games and challenges, namely, problem solving, riddles, brainteasers, clues and team strategy. FIRST USE: 20160103. FIRST USE IN COMMERCE: 20160103

### Standard Characters Claimed

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87065821

**Filing Date** June 9, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** November 15, 2016

**Registration Number** 5132727

**Registration Date** January 31, 2017

**Owner** (REGISTRANT) Escape Key Entertainment, Inc. CORPORATION CALIFORNIA 1560 Corinth Ave. Los Angeles CALIFORNIA 90025

**Attorney of Record** Irene Y. Lee

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead  
Indicator**    LIVE

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# QUEST ROOM

### Word Mark QUEST ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging of contests; Arranging of contests featuring **escape room** challenges; Conducting live entertainment in the nature of games featuring **room escape**, puzzles, mazes, trivia, logic games, clues, hidden objects, and team strategy; Entertainment in the nature of **escape room games**, live action games, and trivia games; Entertainment in the nature of designing, arranging, organizing, conducting and hosting puzzle-solving, mystery and/or brain-teasing games; Providing facilities for recreational activities, namely, an interactive adventure game in which participants are locked in a room and are required to solve puzzles, find hidden clues, and use team work to escape

### Standard Characters Claimed

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87020304

**Filing Date** April 29, 2016

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** November 15, 2016

**Owner** (APPLICANT) WLA Entertainment Inc CORPORATION CALIFORNIA 2140 Westwood Blvd., office 212 Los Angeles CALIFORNIA 90025

**Attorney of Record** Stephen McArthur

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ROOM" APART FROM THE MARK AS SHOWN  
**Type of** SERVICE MARK



**Mark****Register** PRINCIPAL**Live/Dead  
Indicator** LIVE[TESS HOME](#)[NEW USER](#)[STRUCTURED](#)[FREE FORM](#)[BROWSE DICT](#)[SEARCH OG](#)[TOP](#)[HELP](#)[| HOME](#) [| SITE INDEX](#) [| SEARCH](#) [| eBUSINESS](#) [| HELP](#) [| PRIVACY POLICY](#)



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# real escape game by SCRAP

**Word Mark** REAL ESCAPE GAME BY SCRAP

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging, organizing and conducting game events in the nature of [ soccer games, poker games and ] game shows; entertainment services, namely, production, presentation and organization of game shows; electronic game services provided by means of the Internet, namely, provision of online video games

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 79109684

**Filing Date** November 17, 2011

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** June 5, 2012

**Change In Registration** CHANGE IN REGISTRATION HAS OCCURRED

**Registration Number** 4192606

**International Registration Number** 1108121

**Registration Date** August 21, 2012

**Owner** (REGISTRANT) Kabushiki Kaisha SCRAP CORPORATION JAPAN 632-3 Nijonishi-no-toincho Nakagyo-ku, Kyoto-shi Kyoto 604-0041 JAPAN

**Attorney of Record** Jeffrey H. Greger

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "GAME" APART FROM THE MARK AS SHOWN  
**Type of** SERVICE MARK

**Mark**  
**Register** PRINCIPAL  
**Live/Dead**  
**Indicator** LIVE

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**Word Mark** RED DOOR ESCAPE ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Organizing and conducting gaming challenges and competitions featuring escape rooms; Entertainment services, namely, providing gaming challenges and competitions featuring escape rooms; Providing gaming services, namely, organizing games requiring problem solving, logic, skills, and endurance featuring escape rooms; Providing recreational services featuring gaming challenges and competitions featuring escape rooms. FIRST USE: 20161001. FIRST USE IN COMMERCE: 20161001

**Mark**

**Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design**

**Search Code** 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks

**Serial Number** 87101940

**Filing Date** July 13, 2016

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** December 20, 2016

**Registration Number** 5188449

**Registration Date** April 18, 2017

**Owner** (REGISTRANT) Nick Madden INDIVIDUAL UNITED STATES Suite 285 280 Commerce Street Southlake TEXAS 76092

**Attorney of Record** Keesonga Gore

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOM" APART FROM THE MARK AS

SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of the stylized text "RED DOOR ESCAPE ROOM". Above the text appears a stylized image of a key hole.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# RED DOOR

**Word Mark** RED DOOR

**Goods and Services** IC 041. US 100 101 107. G & S: Organizing and conducting gaming challenges and competitions featuring **escape rooms**; Entertainment services, namely, providing gaming challenges and competitions featuring escape rooms; Providing gaming services, namely, organizing games requiring problem solving, logic, skills, and endurance featuring **escape rooms**; Providing recreational services featuring gaming challenges and competitions featuring **escape rooms**. FIRST USE: 20161001. FIRST USE IN COMMERCE: 20161001

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87101938

**Filing Date** July 13, 2016

**Current Basis** 1A

**Original Filing Basis** 1B

**Published for Opposition** December 20, 2016

**Registration Number** 5188448

**Registration Date** April 18, 2017

**Owner** (REGISTRANT) Nick Madden INDIVIDUAL UNITED STATES Suite 285 280 Commerce Street Southlake TEXAS 76092

**Attorney of Record** Keesonga Gore  
**Type of Mark** SERVICE MARK  
**Register** PRINCIPAL  
**Live/Dead Indicator** LIVE

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# Sherlocked

**Word Mark** SHERLOCKED

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging and conducting live, interactive, room **escape game** adventures; conducting live entertainment in the nature of games featuring **escape rooms**; arranging and conducting live, interactive, treasure hunt game adventures; arranging, organizing, conducting, and hosting social entertainment events, relating to **escape rooms** and treasure hunts; arranging and conducting special events for social entertainment purposes relating to **escape rooms** and treasure hunts

**Mark Drawing Code** (5) WORDS, LETTERS, AND/OR NUMBERS IN STYLIZED FORM

**Serial Number** 79169797

**Filing Date** March 31, 2015

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** March 29, 2016

**Registration Number** 4975459

**International Registration Number** 1258483

**Registration Date** June 14, 2016

**Owner** (REGISTRANT) Sherlocked C.V. Commanditaire vennootschap NETHERLANDS Oudebrugsteeg 9 NL-1012 JN Amsterdam NETHERLANDS

**Attorney of Record** Zeynel Karcioğlu



**Description of Mark** Color is not claimed as a feature of the mark.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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<b>Word Mark</b>	SK
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: providing facilities for recreational activities, namely, live escape room games
<b>Mark Drawing Code</b>	(3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS
<b>Design Search Code</b>	14.11.01 - Keys with heads of circular, oval or lobed shape 27.01.04 - Letters forming objects; Numbers forming objects; Objects composed of letters or numerals; Punctuation forming objects
<b>Serial Number</b>	86947372
<b>Filing Date</b>	March 21, 2016
<b>Current Basis</b>	1B
<b>Original Filing Basis</b>	1B
<b>Published for Opposition</b>	August 9, 2016
<b>Owner</b>	(APPLICANT) Skeleton Key Entertainment, LLC LIMITED LIABILITY COMPANY DELAWARE 120 Chilton St. Cambridge MASSACHUSETTS 02138
<b>Attorney of Record</b>	James F. Keenan, Jr.
<b>Description of Mark</b>	Color is not claimed as a feature of the mark. The mark consists of a design of a key with the letters "SK" forming part of the key.
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# SKELETON KEY

**Word Mark** **SKELETON KEY**

**Goods and Services** IC 041. US 100 101 107. G & S: providing facilities for recreational activities, namely, live **escape room games**

**Standard**

**Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86947354

**Filing Date** March 21, 2016

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** August 9, 2016

**Owner** (APPLICANT) Skeleton Key Entertainment, LLC LIMITED LIABILITY COMPANY DELAWARE 120 Chilton St. Cambridge MASSACHUSETTS 02138

**Attorney of Record** James F. Keenan, Jr.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead Indicator** LIVE

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# THE CARETAKER

**Word Mark** THE CARETAKER  
**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events; Hosting social entertainment events, namely, **escape games**, for others. FIRST USE: 20150301. FIRST USE IN COMMERCE: 20150301  
**Standard Characters Claimed**  
**Mark Drawing Code** (4) STANDARD CHARACTER MARK  
**Serial Number** 86950678  
**Filing Date** March 23, 2016  
**Current Basis** 1A  
**Original Filing Basis** 1A  
**Published for Opposition** September 6, 2016  
**Registration Number** 5085673  
**Registration Date** November 22, 2016  
**Owner** (REGISTRANT) Family Fun America, LLC LIMITED LIABILITY COMPANY FLORIDA 8723 International Orlando FLORIDA 32819  
**Attorney of Record** Grace L. Bonner

**Type of Mark** SERVICE MARK**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE

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### Word Mark THE ESCAPE ILLUSION

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of providing live escape room games; Entertainment services, namely, providing amusement facilities for escape rooms games

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code** 01.15.05 - Smoke; Steam; Vapor  
01.15.15 - Fire (flames), emanating from objects, words or numbers  
24.17.14 - Ampersands (&); At symbol (@); Brackets, punctuation; Commas; Diacritical marks; Exclamation points (!); Punctuation marks; Question marks (?)  
26.11.21 - Rectangles that are completely or partially shaded

**Serial Number** 87050164

**Filing Date** May 25, 2016

**Current Basis** 1B

**Original Filing Basis** 1B

**Published for Opposition** November 8, 2016

**Owner** (APPLICANT) The Escape Illusion Micah Linan - United States SOLE PROPRIETORSHIP TEXAS 1391 Marshall Creek Rd. Roanoke TEXAS 76262

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN

**Description of Mark** Color is not claimed as a feature of the mark. The mark consists of a multi layer word format with the word "The" in the top left in small print. Under the word "The" is the word "ESCAPE" in bold print. Under the word "ESCAPE" is the word "ILLUSION" in a bold font the same size as the previous word. The letters are interlaced with a fire/mist effect that trail off at the end to form a puff of smoke that takes the form of a abstract question mark.

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL**Live/Dead  
Indicator** LIVE[TESS HOME](#)[NEW USER](#)[STRUCTURED](#)[FREE FORM](#)[BROWSE DICT](#)[SEARCH OG](#)[TOP](#)[HELP](#)[| HOME](#) [| SITE INDEX](#) [| SEARCH](#) [| eBUSINESS](#) [| HELP](#) [| PRIVACY POLICY](#)



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<b>Word Mark</b>	THE ESCAPE ZONE
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Conducting live entertainment in the nature of games featuring room escape, puzzle, and team strategy. FIRST USE: 20150630. FIRST USE IN COMMERCE: 20150630
<b>Mark Drawing Code</b>	(5) WORDS, LETTERS, AND/OR NUMBERS IN STYLIZED FORM
<b>Serial Number</b>	86695363
<b>Filing Date</b>	July 16, 2015
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1A
<b>Published for Opposition</b>	February 2, 2016
<b>Registration Number</b>	4940322
<b>Registration Date</b>	April 19, 2016
<b>Owner</b>	(REGISTRANT) the escape zone llc LIMITED LIABILITY COMPANY FLORIDA 7780 SW 125 TERRACE Miami FLORIDA 33156
<b>Disclaimer</b>	NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE" APART FROM THE MARK AS SHOWN
<b>Description of Mark</b>	Color is not claimed as a feature of the mark. The mark consists of the words "THE ESCAPE ZONE" where the letter "E" from "THE" and "ESCAPE" give the 3d illusion that two doors are opening.
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE

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# THE GREAT ESCAPE ROOM

**Word Mark** THE GREAT ESCAPE ROOM

**Goods and Services** IC 041. US 100 101 107. G & S: Arranging, organizing, conducting, and hosting social entertainment events, namely, live room escape games and events, scavenger hunts, team building activities, and mobile puzzle solving events. FIRST USE: 20140326. FIRST USE IN COMMERCE: 20140926

**Standard Characters Claimed**

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 86950415

**Filing Date** March 23, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Date Amended to Current Register** November 30, 2016

**Registration Number** 5130675

**Registration Date** January 24, 2017

**Owner** (REGISTRANT) The Great Escape Room Miami LLC LIMITED LIABILITY COMPANY FLORIDA 1925 Brickell Ave., Suite D-207 Miami FLORIDA 33129

**Attorney of Record** Meredith Frank Mendez

**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ESCAPE ROOM" APART FROM THE MARK AS SHOWN

**Type of Mark** SERVICE MARK  
**Register** SUPPLEMENTAL  
**Live/Dead Indicator** LIVE

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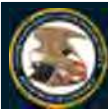
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# THE LOST TOMB OF MONTHU

**Word Mark** THE LOST TOMB OF MONTHU**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services in the nature of hosting social entertainment events; Hosting social entertainment events, namely, **escape games**, for others. FIRST USE: 20150301. FIRST USE IN COMMERCE: 20150301**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 86950624**Filing Date** March 23, 2016**Current Basis** 1A**Original Filing Basis** 1A**Published for Opposition** August 9, 2016**Registration Number** 5068498**Registration Date** October 25, 2016**Owner** (REGISTRANT) Family Fun America, LLC LIMITED LIABILITY COMPANY FLORIDA 8723 International Orlando FLORIDA 32819**Attorney of Record** Grace L. Bonner**Type of Mark** SERVICE MARK**Register** PRINCIPAL**Live/Dead Indicator** LIVE[TESS HOME](#) | [NEW USER](#) | [STRUCTURED](#) | [FREE FORM](#) | [BROWSE DICT](#) | [SEARCH OG](#) | [TOP](#) | [HELP](#)





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# Tick Tock Adventures

<b>Word Mark</b>	TICK TOCK ADVENTURES
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment in the nature of organized team-building exercises and <b>escape games</b> . FIRST USE: 20151222. FIRST USE IN COMMERCE: 20151222
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86410596
<b>Filing Date</b>	September 30, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1B
<b>Published for Opposition</b>	August 25, 2015
<b>Registration Number</b>	4919007
<b>Registration Date</b>	March 15, 2016
<b>Owner</b>	(REGISTRANT) Tick Tock Holdings, LLC LIMITED LIABILITY COMPANY MISSOURI 705 B SE Melody Lane #326 Lees Summit MISSOURI 64063
<b>Attorney of Record</b>	DONNA DENISE MASHBURN
<b>Disclaimer</b>	NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "ADVENTURES" APART FROM THE MARK AS SHOWN
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead</b>	LIVE

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# TICK TOCK

<b>Word Mark</b>	TICK TOCK
<b>Goods and Services</b>	IC 041. US 100 101 107. G & S: Entertainment in the nature of organized team-building exercises and <b>escape games</b> . FIRST USE: 20151204. FIRST USE IN COMMERCE: 20151204
<b>Standard Characters Claimed</b>	
<b>Mark Drawing Code</b>	(4) STANDARD CHARACTER MARK
<b>Serial Number</b>	86470580
<b>Filing Date</b>	December 3, 2014
<b>Current Basis</b>	1A
<b>Original Filing Basis</b>	1B
<b>Published for Opposition</b>	September 15, 2015
<b>Registration Number</b>	4919226
<b>Registration Date</b>	March 15, 2016
<b>Owner</b>	(REGISTRANT) Tick Tock Holdings, LLC LIMITED LIABILITY COMPANY MISSOURI 705 B SE Melody Lane #326 Lees Summit MISSOURI 64063
<b>Attorney of Record</b>	Donna Denise Mashburn
<b>Type of Mark</b>	SERVICE MARK
<b>Register</b>	PRINCIPAL
<b>Live/Dead Indicator</b>	LIVE



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# Wicked Escapes

### Word Mark WICKED ESCAPES

**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, organizing and providing events and venues offering **escape-the-room** physical adventure games consisting of puzzles, riddles, brainteasers, and clues. FIRST USE: 20160601. FIRST USE IN COMMERCE: 20160601

### Standard Characters Claimed

**Mark Drawing Code** (4) STANDARD CHARACTER MARK

**Serial Number** 87080248

**Filing Date** June 22, 2016

**Current Basis** 1A

**Original Filing Basis** 1A

**Published for Opposition** November 15, 2016

**Registration Number** 5133106

**Registration Date** January 31, 2017

**Owner** (REGISTRANT) Wicked Escapes, LLC LIMITED LIABILITY COMPANY MASSACHUSETTS 92 Jackson Street Salem MASSACHUSETTS 01970

**Attorney of Record** Garrett Miller

**Type of Mark** SERVICE MARK

**Register** PRINCIPAL

**Live/Dead  
Indicator**    LIVE

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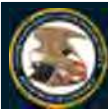
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# 60 OUT

**Word Mark** 60 OUT**Goods and Services** IC 041. US 100 101 107. G & S: Entertainment services, namely, hosting and providing mobile **escape rooms** for live, interactive, puzzle games and challenges, namely, problem solving, riddles, brainteasers, clues and team strategy**Standard Characters Claimed****Mark Drawing Code** (4) STANDARD CHARACTER MARK**Serial Number** 87070619**Filing Date** June 14, 2016**Current Basis** 1B**Original Filing Basis** 1B**Published for Opposition** November 22, 2016**Owner** (APPLICANT) Escape Key Entertainment, Inc. CORPORATION CALIFORNIA 1560 Corinth Ave. Los Angeles CALIFORNIA 90025**Attorney of Record** Irene Y. Lee**Disclaimer** NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "60" APART FROM THE MARK AS SHOWN**Type of Mark** SERVICE MARK**Register** PRINCIPAL**Live/Dead Indicator** LIVE[TESS HOME](#) | [NEW USER](#) | [STRUCTURED](#) | [FREE FORM](#) | [BROWSE DICT](#) | [SEARCH OG](#) | [TOP](#) | [HELP](#)





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# ADVENTUREROOMS



**Word Mark** ADVENTUREROOMS

**Goods and Services** IC 028. US 022 023 038 050. G & S: Toys being puzzles

IC 041. US 100 101 107. G & S: Entertainment services, namely, conducting of entertainment events, namely, competitions in the field of live **escape-the-room games**; training services in the field of natural sciences and information technology; training services in the field of organizational development for personnel and teams; cultural activities, namely, organization of events for cultural purposes

**Mark Drawing Code** (3) DESIGN PLUS WORDS, LETTERS, AND/OR NUMBERS

**Design Search Code**

- 07.07.01 - Doors; Garage doors; Sliding doors
- 14.11.01 - Keys with heads of circular, oval or lobed shape
- 14.11.08 - Locks; Locks and key holes; padlocks; combination locks; Locks, combination; Padlocks
- 26.09.14 - Squares, three or more; Three or more squares
- 26.09.21 - Squares that are completely or partially shaded
- 26.17.13 - Letters or words underlined and/or overlined by one or more strokes or lines; Overlined words or letters; Underlined words or letters

**Serial Number** 79156253

**Filing Date** October 2, 2014

**Current Basis** 66A

**Original Filing Basis** 66A

**Published for Opposition** March 8, 2016

**Registration Number** 4961930

**International  
Registration  
Number**

1226068

**Registration  
Date**

May 24, 2016

**Owner**

(REGISTRANT) Gabriel Palacios INDIVIDUAL SPAIN Fellerstrasse 56/G 3 CH-3027 Bern SWITZERLAND

(REGISTRANT) David Alejandro Palacios INDIVIDUAL SPAIN Elisabethenstrasse 10 CH-3014 Bern SWITZERLAND

**Description  
of Mark**

Color is not claimed as a feature of the mark. The mark consists of the wording "ADVENTUREROOMS" above a solid line extending the length of the wording. Beneath the line are 9 shaded boxes that are in various sizes, with the middle three boxes being the largest. The large middle box on the left contains a key, the large center box contains a keyhole, and the large box on the right contains a door. The entire mark is on a transparent background.

**Type of  
Mark**

TRADEMARK. SERVICE MARK

**Register**

PRINCIPAL

**Live/Dead  
Indicator**

LIVE

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